



**INDEPENDENT AND
UNOFFICIAL GUIDE**

MINECRAFT WORLD



**MINECRAFT
STORY MODE**

Any good?

**Clever
Minecraft
Weapons**

**POTIONS:
ADVANCED TIPS**



**BUILD A
BRILLIANT
BASE!**

Full guide
inside!

**TOP 10
SUPERHERO
BUILDS!**



**FINDING
STRONGHOLDS!**



**WORKING WITH
PUMPKINS!**



**YOUR MINECRAFT
CREATIONS!**

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CONTENTS

HELLO!

Welcome to another adventurous Issue of *Minecraft World*! As always, we've **packed our pages** with as many Minecrafty morsels as we can manage!

We've got guides to **building a brilliant base**, great ways of **finding strongholds** to battle through, advice on **mixing advanced potions**, and getting your hands on the game's **cleverest weapons** so you can brawl with the best of them! There's also a jam-packed news section and all our regular features. Phew!

Our favourite part of putting together *Minecraft World* this month, though, has again been all the **amazing pictures, creations, ideas and suggestions** you send our way! We've got three fantastic pages of letters again. So, if you've been up to something fun, interesting or downright crazy in Minecraft, why not write in and tell us about it? All the details are on **page 44**.

Also, to make sure you don't miss out on your monthly helping of *Minecraft World*, find out how to **subscribe on page 30!**

We'll be back on **10th December for Issue 8**. Until then, happy Minecrafting!

HOW TO MAKE A BRILLIANT BASE

Having somewhere safe to call home in Minecraft is pretty essential, so here are some tips for making your base brilliant!

4

HOW TO FIND STRONGHOLDS

14

Getting through a stronghold is a major step to completing Minecraft's Survival Mode - but first you've got to find one!

TOP 10 SUPERHERO BUILDS

24

Whether you prefer *Spider-Man* or *The Avengers*, there's a Minecraft creation to keep you happy!

18 ADVANCED POTIONS

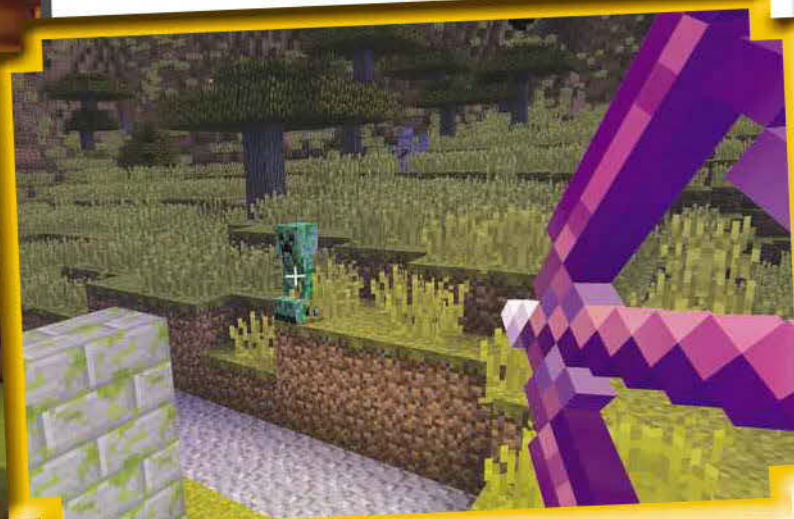
Making potions is an essential Minecraft skill, so here are a few hints for cooking up complicated concoctions!

40 CLEVEREST WEAPONS

A new update looks set to make having the right weapons in your armoury even more vital, so here are our favourites!

PLUS

- 10 Our First Look At Minecraft: Story Mode
- 22 News Round-Up
- 28 Websites Of The Month
- 32 Block Guide: Pumpkins!
- 34 Ask Us Anything
- 38 Puzzles
- 44 Your Letters!
- 47 Answers
- 48 Challenge Of The Month
- 50 Creation Of The Month
- 51 Next Issue



WIN!

A PS4!

*Terms and conditions apply. Full details on the back cover!

HOW TO MAKE A BRILLIAN

Whether you call it a base, a home or a shelter, creating a place where you can store your stuff and stay safe from your enemies is essential in any game of Minecraft. But what can you do to make sure your base is the best? Here are our top tips!

PLANNING

Don't just start your base anywhere – make sure it's somewhere where you've got room to expand and resources close by. Deserts are a bad choice because there's so little wood around, and forests are dangerous as lots of mobs spawn in the darkness.

Islands are usually a good place to build on because they're easy to protect. Mountains give a great view of the surrounding area, and plains are easy to expand on. It all depends on what sort of base you'd like to have!

MOVE IN

Shortcut your way to a base by moving into an existing structure. Houses in villages are easy to expand; all you have to worry about is the occasional villager wandering in. You can also use jungle and desert temples as bases if you're feeling ambitious – just disarm the traps first! Natural caves can be converted into a heavily fortified bunker-style base if you want something safe that requires minimum work. Just ensure you seal off any tunnels and light it up properly!

You can build
in a cliff face...

...move into
an empty
village house...

...or build your
own shelter
from scratch

NT BASE

BASE ESSENTIALS

You **MUST** have these inside your base:

DOORS offer quick access; wooden ones can be smashed in some difficulty modes, so use iron if you can. A pressure plate on the inside will close it behind you, but don't put one on the outside, as it can let mobs in!

BEDS give you a new spawn point, and let you skip the dangerous nights, as long as you're in a well-lit and properly sealed room - otherwise mobs will attack while you sleep!

CRAFTING TOOLS, such as a crafting table, furnace and stonecutter (Pocket Edition), help you to work your magic. Dedicate a room to crafting to keep things together so you can work quickly.

STORAGE is the best use for a base. Fill a room with chests, and use signs so you know what's what. If you build (but don't arm) trapped chests, you can place them next to regular ones to better use the space.

A FARM makes growing food and resources easy, whether you do it underground or in a safe area above ground. Keeping a ready supply of crops, trees, sugar cane and animals means you'll never starve, and you'll also have access to all the items you need to craft more complex things.

Later on in the game, you'll probably want to add a forge (with an anvil) to your base, plus a distillery for making potions, and an enchantment table for improving weapons and armour, so remember to leave space for them!



A bed makes a home



Lots of storage is essential



This small farm can grow all the crops you need

DEFENCE

Unless you're playing in Creative mode or on Peaceful difficulty, defensive features are a priority. The further away you can keep mobs, the safer it will be!

LIGHTS around your base stop mobs spawning nearby, so that should be your first step. Torches are fine, but Jack 'o' Lanterns and glowstone are more powerful and durable. You could even use redstone lamps that you can control from your base!

MOATS are a good way to keep mobs at bay. Even a small amount of water seriously slows them down, and makes it easy to pick them off with a bow and arrow. If you fill your moat with lava it will kill the mobs as soon as they fall into it, but it will destroy their drops, too!

You'll need some way to get across, so use either iron doors that mobs can't break through or build a small bridge. Most mobs can't jump, so a small gap or two in a bridge will usually keep them from crossing, while making it simple for you to get across.

WATERFALLS One of the simplest forms of defence is to put a water source block above your door. This will wash away enemies if they try to enter. It's easy to set up and surprisingly effective!

Overhangs keep spiders out

Combine walls and moats to keep mobs away

A moat with a simple jump will keep out mobs

Moats will trap your enemies

WALLS are effective against mobs, but as you can't see past them, something could sneak up on you! Windows let mobs see in, so instead create battlements that you can climb up and look down from.

Choosing the right material is also important, because you don't want creepers to blow too big a hole in your defences! Cobblestone is common and has a relatively high blast resistance of 30. Stone bricks look cooler, but they take longer to make. Both End Stone and Obsidian have a higher blast resistance than most blocks – 45 and 6000(!) – but are hard to get hold of in large quantities.

Remember to create a lip around the top, so that spiders can't climb over. If you're feeling extra clever, you can line the outside of the walls with cactus blocks, which will damage any mobs that get too close!

DITCHES, like moats and trenches, don't stop mobs from burning up in sunlight when they fall in. If you've accessed the Nether, you can line your ditch with Netherrack, then set it alight to kill anything that falls in, with no danger of a lava leak.

Whatever defence you choose, it's always a good idea to surround more space than you initially need so you have room to expand later on. And do it quickly, so that you can build in safety!

DECORATION

Once you're happy with your base, it's time to make it look smarter!

PAINTINGS are crafted by surrounding a piece of wool with sticks, then stuck to a wall. When placed, one of 26 possible images will be randomly selected. If you don't like the choice, pop it off the wall and place it again.

ITEM FRAMES are crafted in the same way as paintings, but using leather instead of wool. You can combine them with a huge number of items – clocks, tools, armour, and blocks – for great-looking decoration.

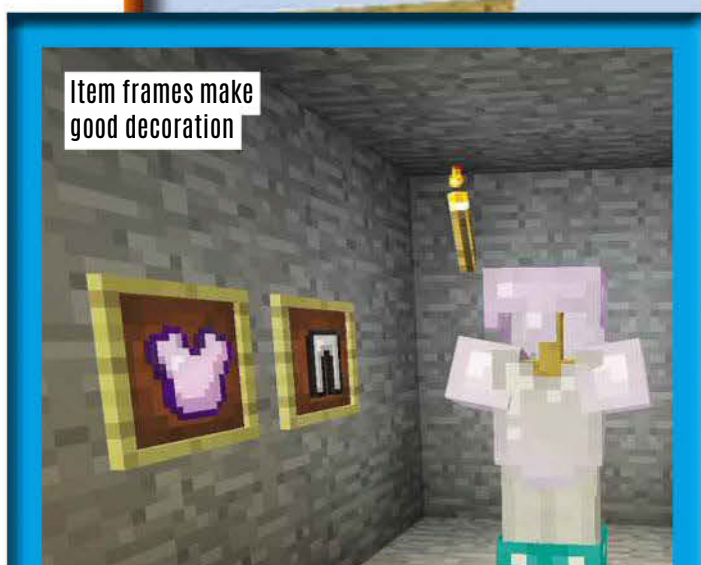
FLOWER POTS made out of bricks can hold house plants of almost any kind, including trees and cacti. They can also be collected from witch huts, and placed on any surface as decoration.

BOOKSHELVES are made by crafting three books between six blocks of any wooden plank. They're useful for powering up enchanting tables, but also make interesting decoration and storage.

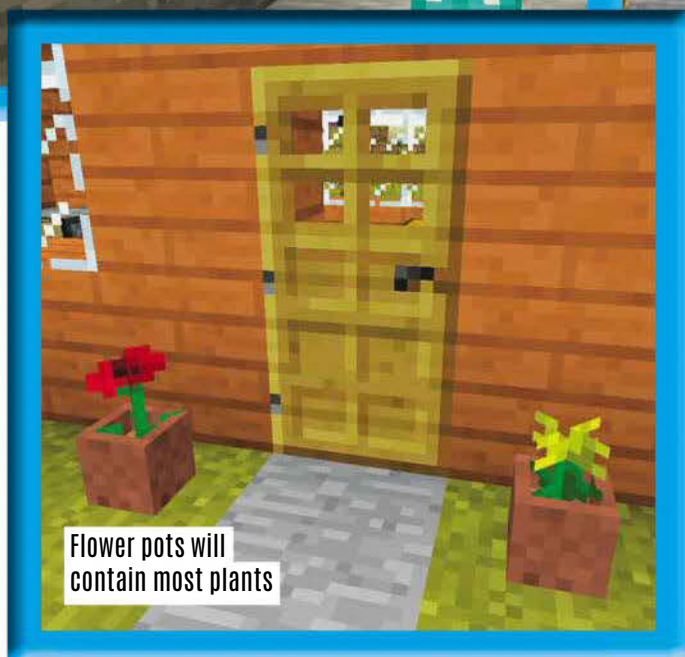
CARPET is crafted out of dyed wool and can be made into loads of different colours. Although you can't easily place items on top of carpet, it's a safer way to colour your floors than creating them out of flammable wool!

ARMOUR STANDS are an attractive way to display suits of armour, especially if they have different enchantments. Place them in your forge to make it easier to select (and repair) armour.

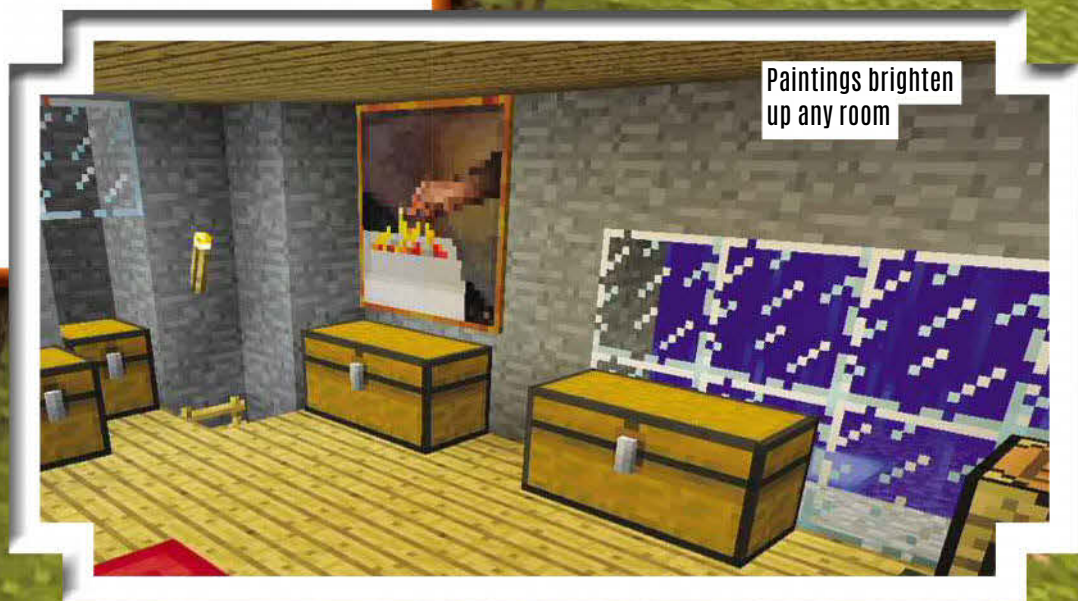
Item frames make good decoration

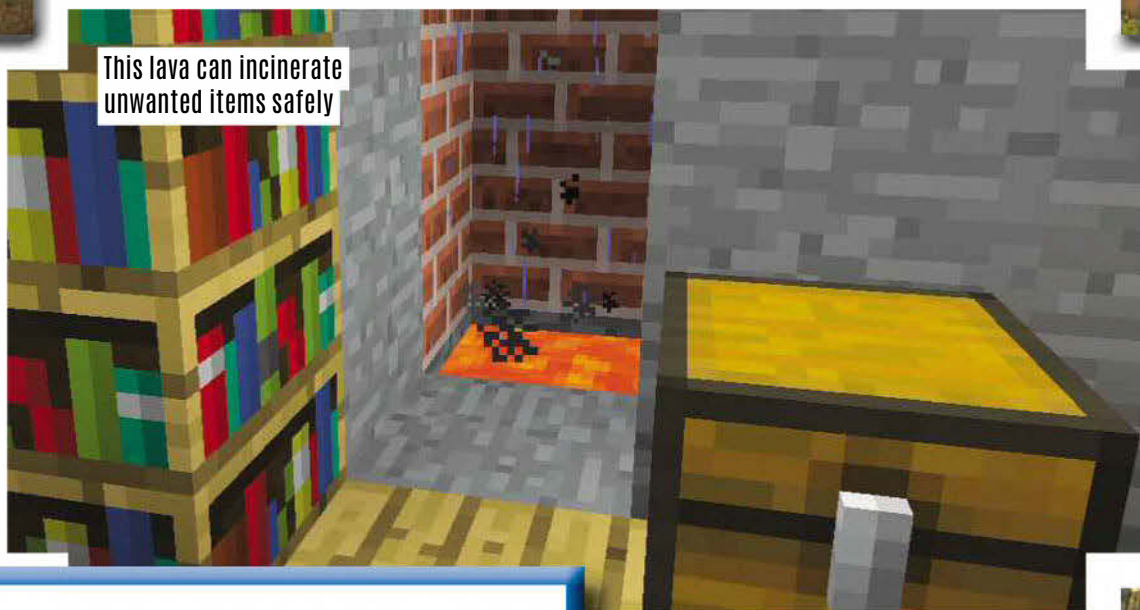


Flower pots will contain most plants



Paintings brighten up any room





ADVANCED IDEAS

AN INCINERATOR is great for getting rid of old, unwanted blocks; why not use lava, fire, or pieces of cactus to make one? Then blocks can be destroyed, and you won't have to worry about accidentally collecting them again.

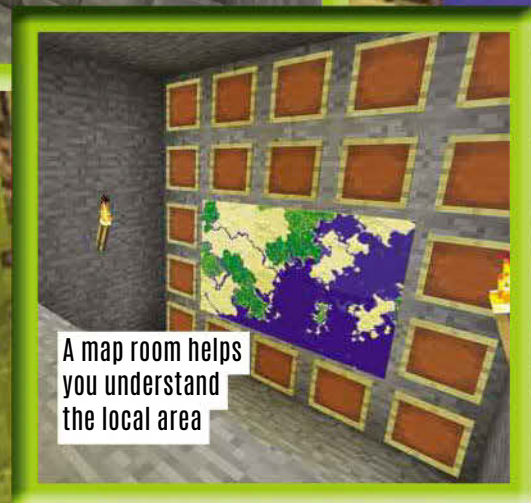
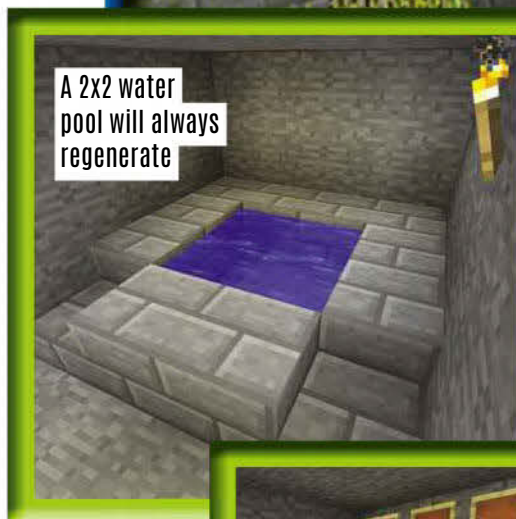
INFINITE WATER is handy, especially if you add a distillery to your base. A one-block deep, 2x2 pool will replenish itself automatically whenever water is removed.

CARTOGRAPHY Map making helps you understand the land around your base, and wall maps made using item frames look really cool too!

FLOATING ISLAND If you want to be entirely immune from invasion, a floating island that you can reach only with precision jumps will ensure your safety. They're tough to make and difficult to access, but completely safe. Just make sure it's well lit so mobs can't spawn there!

MINE ENTRANCE With your own mine entrance, you can go exploring without ever leaving the safety of home. Iron doors can seal it off automatically, so you don't get anything coming up from the dark!

PORTAL ROOM Access to the Nether is something all advanced players need, but portals can allow pigmen to spawn nearby. Either seal your portal in a secure room, or put it in a pit far away from your main base so they can't get out!



Craft your own story

MINECRAFT STORY MODE

 A Telltale Games Series



Available Now!

      minecraftstorymode.com

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OUR FIRST LOOK AT MINECRAFT: STORY MODE

Did you know that a new Minecraft game just came out? It's true! It's called Minecraft: Story Mode and you can buy it now! We've got all the details you need right here to get yourself up to speed



Minecraft:
Story
Mode
isn't an

open-world building and survival game like normal Minecraft. This is a story-based adventure game set in the world of Minecraft, starring a cast of new characters with full voice acting and animation.

The game is available on Windows, Mac OS X, PlayStations 3 & 4, Xboxes 360 & One, Android and iOS, with versions for the Wii U and PlayStation Vita coming soon – so you can play it on just about every computer, smartphone or tablet around, even on some which don't have normal Minecraft!

The story puts you in control of Jesse, a boy or girl (you choose!), who enters a building competition with his/her two friends, Axel and Olivia. When the competition doesn't go quite as planned, Jesse is sucked into an epic adventure to save the entire world from a threat bigger than he/she ever expected to see.

Minecraft: Story Mode is being cut up into five episodes, which will probably be released every 4-6 weeks. So far, only the first episode has been released, but the second episode is due in November, so by the time you read this it might even be out! Remember to ask a parent before buying it, though!

Images: Telltale Games

MINECRAFT STORY MODE

Click to Begin



Jesse has a choice
of six different skins



Choose different
conversation
responses

Images: Telltale Games

THE GAMEPLAY

In *Minecraft: Story Mode*, you play Jesse. There are six Jesse avatars to choose from – three boys and three girls. Unlike normal *Minecraft*, your character can speak, and you get to choose from different responses when you talk to other characters. The choices you make will impact the way future episodes play out.

As well as choosing conversations, the game often frees you from the animations to explore your environment. Square icons appear on things you can interact with, and exploring can reveal hidden items and details that might help you later, so leave no stone unturned!

The game's cut-scenes are fully acted and full of jokes, and they also pop up with "quick time events", which make you press a specific button to control the action. This might mean pushing a button to break a block you need before you're caught by an enemy, or pressing walk left to dodge an attack before it hits.

Another part of the gameplay is combat. Occasionally, you'll find yourself backed into a corner by zombies, spiders, or any of *Minecraft*'s other enemies, and fighting your way out is the only chance you have of escaping. Using your sword, you have to swipe at your enemies before they lower too much health.

There are also lots of puzzles, some of which require you to craft the right item to continue. Make sure you brush up on your crafting recipes!

Quick time events tell you what button to press



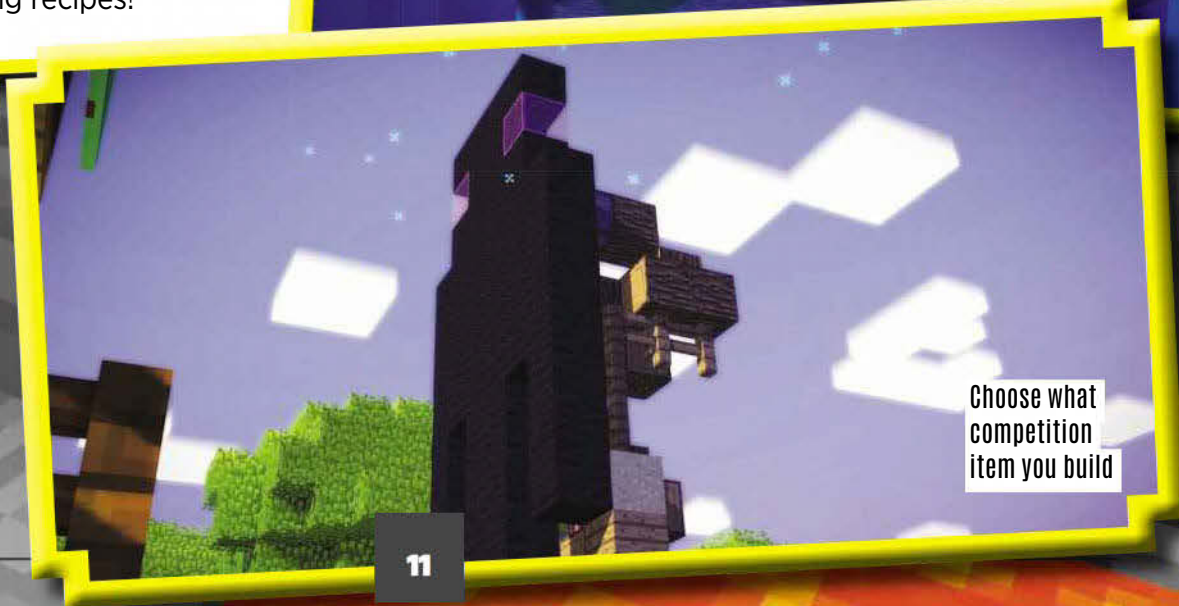
Jesse and his friends



Sometimes you even have to fight!



Choose what competition item you build



GRAPHICS & MUSIC

Although the game takes place in the world of Minecraft and features lots of familiar-looking blocks and items, it's been spruced up a bit. There's a lot more detail in the world, and a much larger variety of character types. If there's anything bad about the way the game looks, it's that it will make going back to normal Minecraft a little disappointing when you realise it doesn't all look like Story Mode!

The music is also very good. There are loads of catchy tunes and, although it sounds a lot like Minecraft's default music at times, every tune in the game is composed especially for Story Mode.

It's the animations that make this game so enjoyable, though. The characters are funny, and the cut-scenes make it look almost like a Minecraft movie is playing out in front of you – only you get to interact with it!

The crafting sub-game

Click on crafting items to remove them from the table.

The game's visuals are fantastic!

Square icons show what you can interact with

Images: Telltale Games

SHOULD YOU BUY IT?

If you're enough of a Minecraft fan to be reading this magazine, you've probably made your mind up already, but in case you haven't, we do think the game is worth playing. It's a new spin on the world of Minecraft, and we suspect it won't be long before the characters and worlds

are recreated by fans for the main game too. Crucially, it promises to be a good story, and the puzzles make Story Mode a different type of game to normal Minecraft.

Only the price gets in the way of us wholeheartedly recommending it, as it costs more than Minecraft itself (although Minecraft is an epic bargain!). If you're not sure whether you'll like the game, it may be worth trying just the first episode – although that's only an option for console or mobile players at the moment.

We understand that not everyone is as clued up about Minecraft as our readers. If you want your parents to buy the game, show them this page, which contains all the information they need to get it for you...

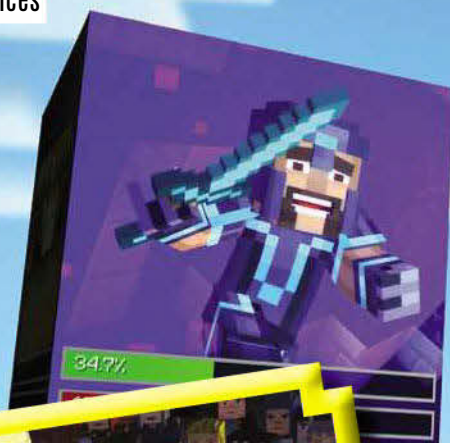
ADVICE FOR PARENTS

You can buy Minecraft: Story Mode for the PC using a Steam account (sign up for one free at store.steampowered.com) or through Telltale Games' website (visit tinyurl.com/orouhxf). On other devices, you should find it on the App Store or Google Play by searching for 'minecraft story mode'. It's also available for PlayStation and Xbox consoles.

The full price of the game is £18.99/\$24.99 digitally, or £23.99/\$29.99 on a disc. If that seems high, remember the price covers downloads of all five episodes as they're released, at no further cost. That works out at less than £4/\$5 per game (which is roughly what you'll pay per-episode via your app or console store). The new episodes will be released over the next few months, and each should take 3-6 hours for someone to play through (longer if they're thorough), so it's better value than a DVD.

We should also warn you that there's some very mild bad language in the first episode. PEGI rates Minecraft: Story Mode as 12+, whereas normal Minecraft is rated 7+. Despite this, we think it's suitable for younger children if they're supervised - and they may need to be just to figure out some of the harder puzzles!

The game keeps track of your choices



Did you try to rescue Petra or Gabriel?
You and 34.7% of players helped Gabriel when escaping the Wither Storm.

There are loads of characters!



Images: Telltale Games

MINECRAFT
STORY MODE

Play
TTO Account
Save Files
My Choices
Settings
Exit Game

We can't wait for someone to build this town!



HOW TO FIND STRONGHOLDS

The stronghold! The last hurdle before Survival mode's greatest challenge: the ender dragon



aking it through a stronghold can be a real challenge, due to their vast size and the sheer number of nasties lurking within.

But equally challenging is finding a stronghold in the first place.

Only three strongholds spawn in each Minecraft world, and all should be within practical reaching distance of your initial spawn point. However, they aren't the most obvious structures in the game.

Don't worry, adventurers! There are ways to guarantee locating a stronghold... and we're here to show you how.

BE PREPARED

What do stronghold adventurers and Boy Scouts have in common? They both travel prepared. Your average Boy Scout is unlikely to find themselves hundreds of feet underground, fending off cave spiders with a stone pickaxe after their sword breaks. But that could happen to you if you get cocky about strongholds.

Think of setting out in search of a stronghold as the ultimate mining or spelunking expedition. You'll need backups for your backups: a healthy supply of food, several quality swords, a bow and plenty of arrows if you're so inclined. Also consider taking pickaxes, a spade, a spare chest and bed to set up a base camp, lots of torches, plenty of blocks of wood, any potions and enchantments you have available. After all, there's not much good in finding a stronghold if all you do is die there!

EYES OF ENDER

You'll need at least one Eye of Ender to locate a stronghold, and the more you have the better your chances. If you equip an Eye of Ender and press the use button, it will leap from your hand and travel in the direction of the closest stronghold.

If this is a long way from you, the eye will leap upwards in the air before travelling in the right direction. If it's nearby, it will travel directly towards the Nether portal, through solid blocks to get there. Since strongholds are usually deep underground, this means your eye will appear to vanish into the ground. Time to start digging!

To make finding a stronghold even harder, there's a 20% chance your Eye will shatter after pointing you in the right direction. If the stronghold is a long way off, you could lose a few eyes of ender on your journey...

A zombie in a hole. Because why not?

Follow that floating eye!

CRAFTING EYES OF ENDER

Not crafted an Eye of Ender before? We're not surprised, to be honest, since their only uses are to do with strongholds. There's not much call for them otherwise, except as freakish home decoration. To craft one, combine blaze powder with an ender pearl. Ah, yes: two rare ingredients. How convenient!

Blaze powder can be obtained by defeating blazes – only found in the Nether, and only in Nether fortresses – and crafting powder from the blaze rods they drop.

Ender pearls may be dropped by the mysterious endermen when killed. We're also told that when Minecraft 1.9 is released, certain villagers will also sell ender pearls in exchange for emeralds.

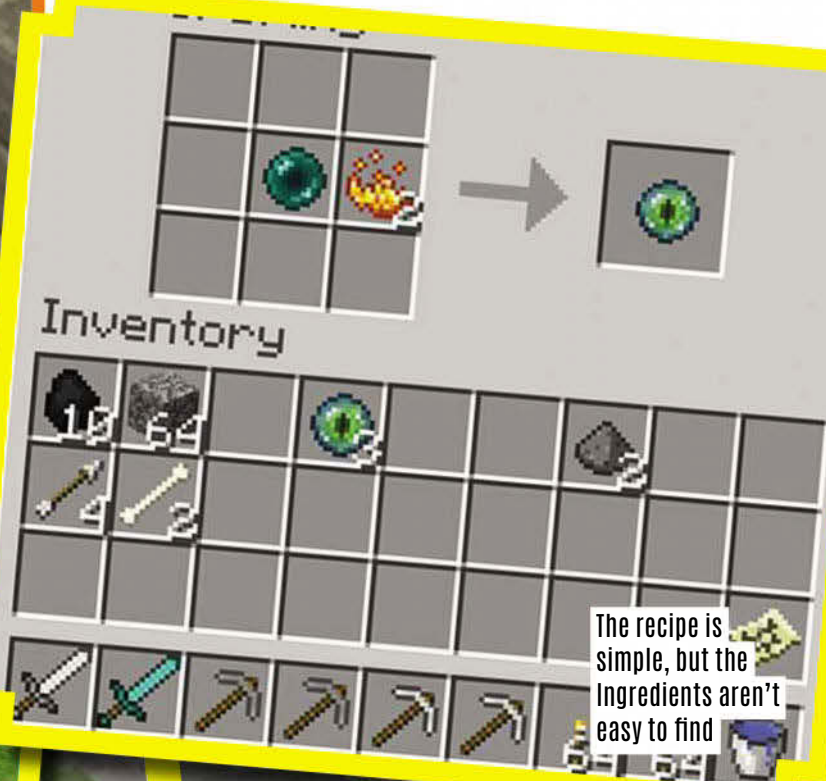
Obtaining the materials to create eyes of ender isn't easy, as you can see, which makes the fact that they can break even more frustrating.

THERE AND BACK AGAIN

Since finding strongholds can be so difficult and time-consuming, and expensive in terms of raw materials, it's sensible to make your way fairly steadily, above ground, towards your destination.

Build markers along the way so you can both backtrack home (if you don't have a compass) and find the stronghold again after returning home (if you don't have an astonishingly good memory). Use whatever form works for you; a stone pillar with a torch or two on top usually does the trick for us.

If you're worried about running out of ender pearls, combine this method of leaving markers with a stack of blank maps. When you use a map, it will display the nearby area. If you can spot your own markers on the map, you'll see they form a rough line. Now simply travel a bit further in the direction that line is pointing before using another ender pearl!



It's easy to get lost in here, so plan ahead

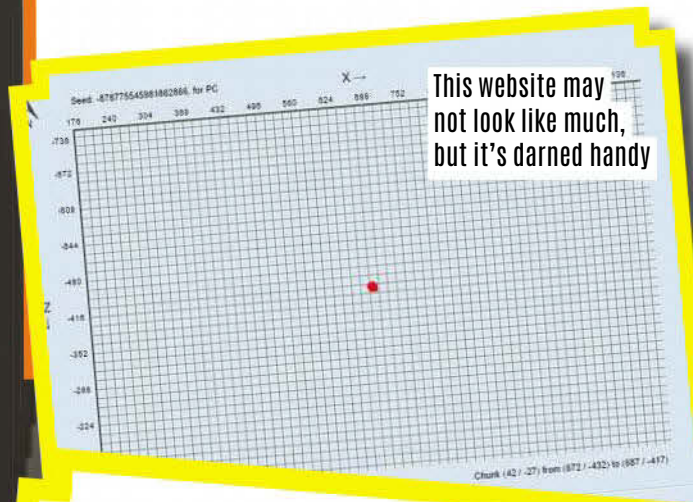
THIS IS TAKING TOO LONG!

Feel like these options are taking too long? Hoping for a faster method of locating a stronghold? Well... okay, there is another way. In fact, there are several.

STRONGHOLD FINDER APP

If you're playing on the PC, you can use a handy tool found at tinyurl.com/pr7475u. This involves a little use of the Minecraft terminal and the function keys, but it's pretty easy!

First, load up the page. Then, in Minecraft, press the / (forward slash) key to open the terminal, type “seed” after the / forward slash and press enter. This should show the seed for your Minecraft world. Type this into the Stronghold Finder app, and click ‘Find Strongholds’. This will give you the X and Z coordinates for the three strongholds in your world. All you need to do then is press the F3 key in game, check the X and Y coordinates on the left side of the screen, and make your way to the coordinates the app gave you.



This website may not look like much, but it's darned handy

$$x_0 = \frac{z_2 - \left(\frac{z_2 - z_2'}{x_2 - x_2'} \right) x_2 - \left(z_1 - \left(\frac{z_1 - z_1'}{x_1 - x_1'} \right) x_1 \right)}{\left(\frac{z_1 - z_1'}{x_1 - x_1'} \right) - \left(\frac{z_2 - z_2'}{x_2 - x_2'} \right)}$$

$$z_0 = \left(\frac{z_1 - z_1'}{x_1 - x_1'} \right) x_0 + z_1 - \left(\frac{z_1 - z_1'}{x_1 - x_1'} \right) x_1$$

Kudos to [pixeledDanny](#) for sharing this method with us!

ALGEBRA TO THE RESCUE!

This method uses an orienteering (navigation with a map and compass) trick called triangulation - which you may be familiar with, but don't worry if not. It still requires Eyes of Ender, but it can reduce the number you need to find the Stronghold (you can do it with just two), which helps if an Eye shatters. Eyes. The trick also requires our friend the F3 key, and a calculator.

Once you have what you need, find an area with a clear view around you, press the F3 key and note down your X and Z coordinates. This is Point 1. Next, use an Eye of Ender. Note where it stops in the air before falling down. Where it lands isn't the same as the point where it stops, though, so try and find the right spot while it is still hovering! Take the X and Z coordinates from the spot where the Eye stopped, and record those as Point 1'.

Now move away from Point 1 (anything over a hundred blocks should be fine) and repeat the same process to gain Point 2 and Point 2'.

Figured out where we're going with this yet? Yep, our two sets of Points form two lines, and where they cross is where the Stronghold will be. As Minecraft doesn't have maps you can draw lines on, we have to use some algebra instead to work out coordinates. Check out the formula pictured, and work that out step by step using your calculator. The end result, X_0 and Z_0 , will be the location of the Stronghold.

It looks complex, but if you break it down and write down your working on paper it's not that bad. Remember,

X1 and Z1 are your values from

Point 1, $X1'$ and $Z1'$ are your values from Point 1', and so on. Despite how the formula appears, it's really just lots of addition and subtraction.

Of course, you may still feel that finding more Blazes and Endermen to kill is preferable to algebra. We won't blame you - but well done to everyone who does work this out! And if you're trying this method but are struggling with the formula, why not ask a friendly maths teacher for help?

YOUR STRONGHOLD WELCOMING COMMITTEE

Once you arrive at your stronghold destination, via whichever method you choose, you'll almost certainly have to do a bit of digging. Just remember that the usual rules apply, so mine carefully. You spent ages getting here – you don't want to be killed because you got sloppy!

Strongholds vary in size, but they're often large – much larger than, say, any of the temples you may have seen. They can contain twisting, maze-like corridors and assorted decorated rooms, as well as libraries, store rooms and slab altars, all of which contain loot chests.


Somewhere at the heart of the stronghold you'll find the End portal room. We've included a picture of one to help you recognise it, but to be honest they don't look much like anything else. You'll know when you find it!

The portal to the End needs activating, much like a Nether portal does. The difference here is that the End portal requires... you guessed it... eyes of ender! Twelve of them in fact. Yep. Twelve. That's probably more than you used getting here. But since this is the portal that leads to the closest thing Minecraft has to a final boss, it was never going to be easy.

SOMETHING WENT WRONG?

It's possible that something didn't go according to plan in your stronghold quest. Maybe the stronghold spawned in the middle of the sea. Maybe you've explored it for ages, but there's no End portal to be found. Maybe you got there, and there was just lava and creepers everywhere.

Unfortunately, sometimes strongholds spawn weirdly. Underwater strongholds you can at least access using water breathing potions, but if there's no portal at all, there isn't much you can do but look for another stronghold. If you find yourself in this unfortunate situation, head back to your original spawn point, travel some distance from it away from the rubbish stronghold you just gave up on, and repeat the steps above to find a new, better stronghold. Good luck!




The End portal, found at the heart of the stronghold




Sometimes ravines and strongholds can overlap, making them tougher to explore

ADVANCED POTIONS

If you want to survive in Minecraft's harder situations - visiting the End, fighting the wither, or exploring an ocean monument - you'll need to make full use of the potions in the game!



All the brewing equipment you need



Keep all the essentials close by

BREWING ESSENTIALS

To brew potions, you'll need:

BREWING STAND

Made from a blaze rod and three pieces of cobblestone, a brewing stand allows you to combine ingredients into bottles.

BOTTLES


Three glass blocks can be crafted into three glass bottles, which must be filled with water for the brewing process.

WATER

You can use any water source to fill bottles. We recommend placing a water source block.

NETHER WART

Found in Nether fortresses, this plant creates the base for most useful potions.



Witches are the only mob with their own potions

CAULDRON (OPTIONAL)

Cauldrons can hold three bottles of water, but they empty when you fill a glass bottle. You can use them to hold water in the Nether, though, allowing you to brew potions there!

HOW TO BREW

Fill at least one glass bottle with water, and place up to three into the base of a brewing stand. Add Nether wart to create awkward potions, then include further ingredients to create useful potions or special effects. Each ingredient can be filtered into three potions at once, but as potions aren't stackable don't make more than you need!

DRINKABLE POTIONS

Drinkable potions are the standard type of potion. When you drink one, it will give you special effects that can either help you or be harmful. Most can be combined with redstone dust to extend the duration of their effect, or glowstone dust to improve the power of their effect (usually doubling it for half the time). Fermented spider eyes can also 'Invert' a potion, creating a similar (usually negative) effect.

Almost all drinkable potions are created by brewing ingredients into the awkward potion. You can brew a fermented spider eye into a water bottle to create a Potion of Weakness, but this has a negative effect and shouldn't be drunk! Brewing any other ingredient into water creates drinkable thick and mundane potions, neither of which have any effect.

POSITIVE POTIONS

When making drinkable potions, it's best to use ingredients that make positive potions. You don't want to drink something that will slow you down or harm you! Remember that all of these ingredients should be added to an awkward potion:

- A **GOLDEN CARROT** creates a **Potion of Night Vision**, which lets you see in the dark for three minutes. Adding a **FERMENTED SPIDER EYE** to this creates a **Potion of Invisibility**
- A **RABBIT'S FOOT** creates a **Potion of Leaping**, which lets you jump higher for three minutes
- **SUGAR** creates a **Potion of Swifttness**, which gives you a 20% speed increase for three minutes
- A **PUFFERFISH** creates a **Potion of Water Breathing**, which extends the time you can spend underwater by three minutes.
- A **GLISTERING MELON** creates a **Potion of Healing**, which instantly restores four health points (two hearts)
- A **GHAST TEAR** creates a **Potion of Regeneration**, which heals for 45 seconds.
- **BLAZE POWDER** creates a **Potion of Strength**, more than doubling your attack power for three minutes

Brew drinkable potions by filtering items into water bottles



You need Nether wart to brew potions



Night vision potions light up the evening



The glowing effect has put an outline around this witch

SPLASH POTIONS

Adding gunpowder to any potion creates a splash potion, which you can throw to apply the effect to other mobs and players, including yourself if you're close enough when it explodes! Any player or mob within four blocks of the impact site will feel the effect, but it lasts less time the further away you are from it.


The biggest advantage of splash potions is that you can apply one effect to multiple players or mobs at once. You do lose the bottle by throwing a splash potion, though!

In version 1.9, it's possible to create splash water potions (by adding gunpowder to water bottles), which can be used to put out fires.

NEGATIVE POTIONS

Splash potions are most useful for hurting and weakening strong mobs, so use the following ingredients to create negative potions, then add gunpowder. As with drinkable potions, redstone and glowstone can extend and strengthen the effects of some splash potions.

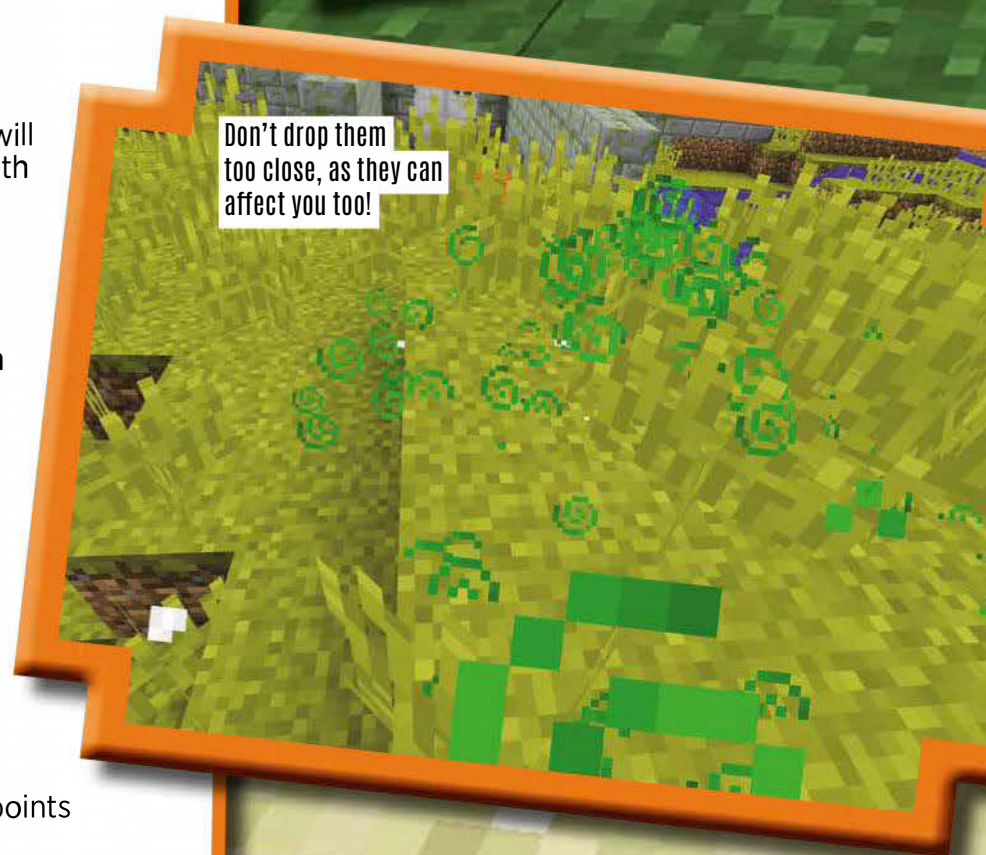
- A **FERMENTED SPIDER EYE** added to water creates a **Potion of Weakness**, which will reduce a mob's attack strength by 50% for 1.5 minutes
- Added to a **Potion of Swiftiness**, **Potion of Fire Resistance** or a **Potion of Leaping**, a **FERMENTED SPIDER EYE** creates a **Potion of Slowness**, which slows down mobs and players by 15% for 1.5 minutes
- A normal **SPIDER EYE** added to an **awkward potion** creates a **Potion of Poison**, which damages mobs for 45 seconds
- Adding a **FERMENTED SPIDER EYE** to a **Potion of Poison**, a **Potion of Water Breathing** or a **Potion of Healing** creates a **Potion of Harming**, which does six points (three hearts) of damage

A screenshot from the game Minecraft showing a green Creeper standing on a grassy hill. The Creeper is facing away from the viewer, looking towards a stone wall. The scene is set in a typical Minecraft landscape with trees and a clear sky.

Kill creepers
for gunpowder

A screenshot from the game Minecraft showing a splash potion bottle on the ground. The bottle is broken, and a large, dark, star-shaped splash is visible on the grass. The splash is surrounded by a small area of fire or smoke, indicating the explosion effect.

Splash potions
explode when thrown

A screenshot from the game Minecraft showing a large number of splash potion bottles scattered on the ground. The bottles are green and have a star-shaped splash on them. They are surrounded by a large area of fire or smoke, indicating the explosion effect.

Don't drop them
too close, as they can
affect you too!

LINGERING POTIONS

New for PC version 1.9, lingering potions can be created by adding dragon's breath to a splash potion.

Dragon's breath is a new attack used by the ender dragon, leaving an acid-like pool on the ground when it hits its target, which damages players who touch it. However, you can collect the substance using empty glass bottles, then combine it with splash potions on a brewing stand to create a lingering potion.

Like the dragon's breath attack, lingering potions remain on the ground after impact, so can be applied more than once. They remain for 30 seconds, but get weaker the longer they stay in place. The effects are much weaker than drinking a potion – they last only a quarter as long and effects are half as powerful.

TIPPED ARROWS

Although they're not yet craftable, the full release of version 1.9 will introduce tipped arrows, which can be used to apply a potion's effect to the mob or player hit by the arrow. Combining the potion and arrow will create an arrow with the potion's ability, such as an Arrow of Leaping or an Arrow of Poison.

At present, the arrow's effect is the same as the drinkable version of the potion, but this may change before release. It isn't yet known whether you'll need one potion per arrow, or whether one potion can be used to tip multiple arrows with its effect. We look forward to finding out!

Collect dragon's breath to make lingering potions

Lingering potions can affect multiple mobs

Tipped arrows are due in version 1.9

Arrow of Weakness
Combat

NEWS ROUND-UP

MINECRAFT CELEBRATES HALO!

One of the big games this Christmas on Xbox One and Xbox 360 is Halo 5: Guardians. Microsoft has decided to celebrate the launch of the game with the release of some special Minecraft skins!

Sadly, these are available for Xbox users only, but if that's you, you'll be able

to play as Master Chief from the Halo games, amongst others. If you already own the Minecraft: Halo Edition pack, you can get this extra content for free, and it will be available by the time you read this!

Master Chief, Locke and others are heading to Minecraft on the Xbox!



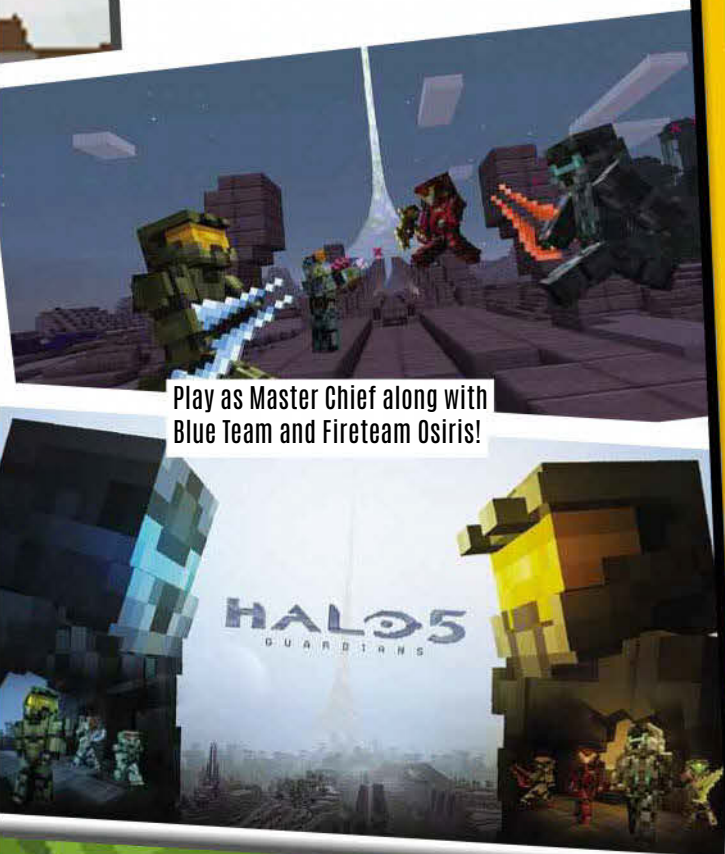
MAN RAISES £1,800 BY PLAYING MINECRAFT

We wouldn't ever recommend you try this, but a British man has raised an incredible £1,800 for cancer research – just by playing Minecraft! Joe Kelly, who lives in Cheltenham, played non-stop for 35 hours, 35 minutes and 35 seconds, to beat the

previous record held by Austrian Martin Fohnleitner. He beat that record by a lot too, as the previous mark stood at just over 24 hours!

Joe put his efforts on YouTube, and you can see for yourself what he got up to right here: www.youtube.com/user/TheMajikelOne

Play as Master Chief along with Blue Team and Fireteam Osiris!



Images: Microsoft

Well done to Joe for his fundraising efforts!



RNLI RECRUITS MINECRAFTERS

There are lots of examples of people turning their love of Minecraft towards good causes – here's another! Over the half-term holiday, the Royal National Lifeboat Institution challenged Minecraft fans aged 7 to 14 to craft safe beaches in the game, to help increase their knowledge of beach safety.

The beaches needed to include lifeguard huts, safety flags and signs, and rescue craft as part of the Beach Builder Challenge. You can find more information at www.rnli.org

MERCHANDISE OF THE MONTH

How's this for carrying your school books? It's a special Minecraft creeper backpack, and it's available now, produced by Creeper. Expect to pay around £15 for it! We love the feet!



Be the envy of all your friends!

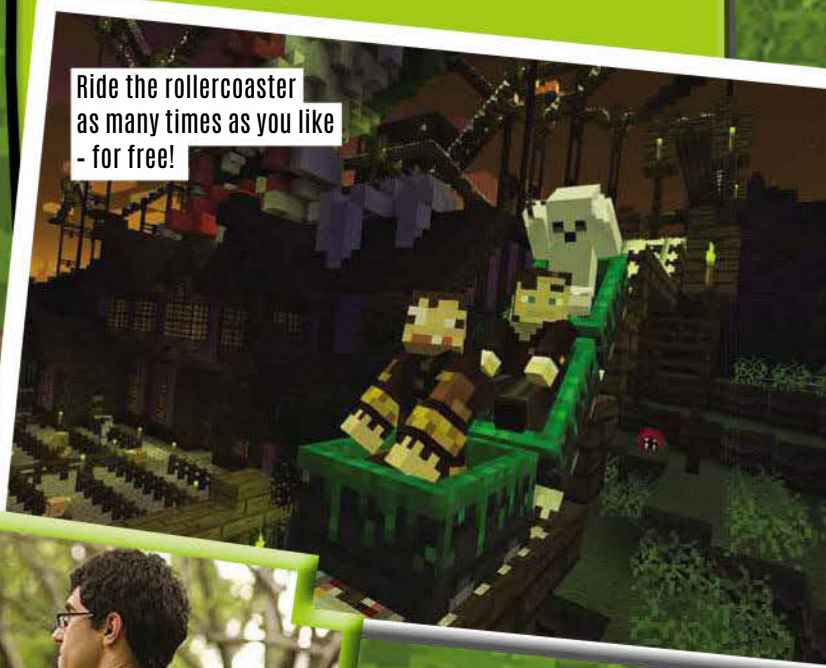


SPOOKY SKINS!

If you were on the hunt for new Minecraft skins over Halloween, you will have seen that Mojang had a treat lined up for you! It released a special Halloween Mash-Up pack, for all console versions of the game, that was selling for £2.59.

A whopping 43 new skins were included in the pack, as well as some suitably spooky music and a world that Mojang described as "freaky"! Sounds like fun to us! The pack is still available now. Don't play it with the lights off, though!

Ride the rollercoaster as many times as you like – for free!



Minecraft has got seriously spooky!



Images: Mojang

TOP 10 SUPERHERO BUILDS IN MINECRAFT

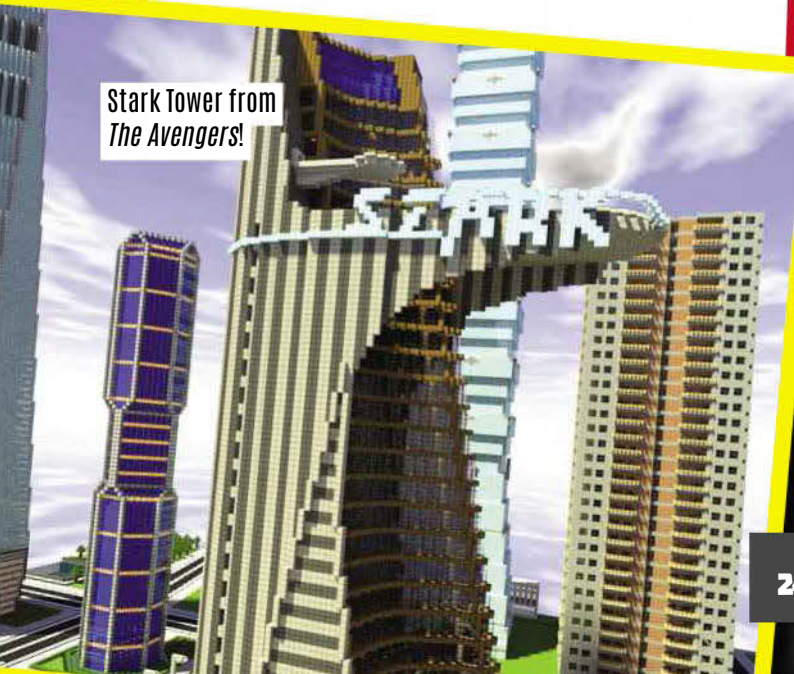
Minecraft can be used to create and craft anything you like, including all kinds of amazing things from the realm of comic books. Here are 10 of our favourite builds!

10 STARK TOWER

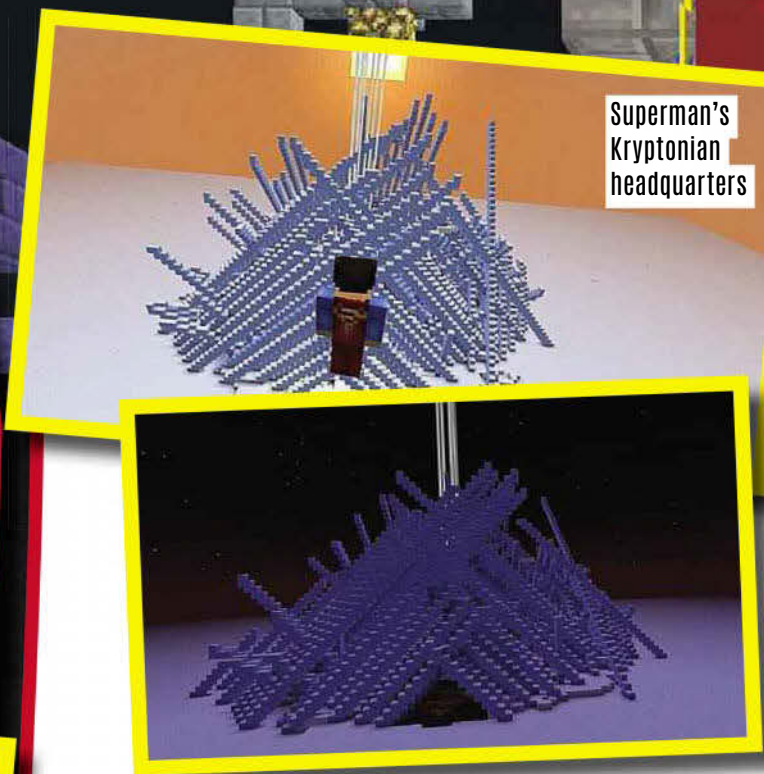
Billionaire industrialist Tony Stark (better known as Iron Man, of course) is one of Marvel's most distinctive and beloved characters. As part of a larger Infinity City build, Mikeyto10 has constructed a scale replica of Stark Tower from *The Avengers* movie – the gleaming skyscraper Tony Stark built to house his high-tech company, Stark Industries. A towering 93 storeys tall, it looks uncannily like the one in the film.

tinyurl.com/ozjtpnv

Stark Tower from
The Avengers!



Superman's
Kryptonian
headquarters



9 FORTRESS OF SOLITUDE

A simple yet effective build that recreates Superman's icy refuge. Based on the design introduced in the *Superman* movies starting in 1978, it's an imposing criss-cross of pale crystals, set against a flat, unwelcoming landscape.

tinyurl.com/ntmly45

Tony Stark's mighty
Hulkbuster Armour



8 HULKBUSTER ARMOUR

If you've seen this summer's *Avengers: Age Of Ultron*, you'll remember the scene where Tony Stark suits up in his special Hulkbuster Armour – all the better to do battle with, yes, you guessed it, the Hulk! YouTube user Alpaca With A Portal Gun shows us how to build a Hulkbuster suit of our own in Minecraft, and it's a convincing replica of the real thing. You can't actually climb into it, of course, but it sure looks good standing watch over your house or farm...

tinyurl.com/pnp4vvu

7 ARKHAM ASYLUM

We've featured a reconstruction of the Batcave in a previous issue, but for another iconic location from the Batman franchise, how about this detailed and quite scary version of Arkham Asylum, home to some of the comic's most terrifying villains? Fortunately, the Joker wasn't home when we visited, but it's still a menacing, shadowy place.

tinyurl.com/ncwzobh



Gotham City's secure
facility for the
criminally insane!

6 SUPERHEROES UNLIMITED MOD

Once installed, this mod allows you to suit up as your favourite comic book hero. Famous faces such as Superman and Batman are joined by the likes of Green Arrow, Thor, Hulk and Captain America, and the mod's creators have even found room for fan-favourite Martian Manhunter. Each suit will give you superpowers too!

tinyurl.com/ntk6q6r

Need a quick
escape from a
battle?!





Oscorp: a colossal
255 blocks high!

5 OSCORP TOWER

Here's another building from that originates from the Marvel universe, though not more recent Marvel movies: Oscorp Tower from *The Amazing Spider-Man*. It's a superb interpretation of the building seen in the more recent reboots, where it houses the bio-labs and other high-tech facilities belonging to Norman Osborn – better known as Spider-Man's arch-enemy Green Goblin. A massive 255 blocks high – Minecraft's upper limit – this tower's made from an incredible one million blocks!

tinyurl.com/oxo6p4m

4 ASGARD

Here's a massive project to recreate the realm of Asgard, as seen in Marvel's *Thor* films. While it's still a work in progress, creator Jake_Scanlan has already made about a dozen buildings, including the familiar Asgard Temple with its jutting gold spires. Best of all, he's already built the Bifröst – the rainbow-coloured bridge that stretches between Asgard and Midgard.

tinyurl.com/nvh4u6q



The burning rainbow
bridge between
Midgard and Asgard

3 MILANO FROM GUARDIANS OF THE GALAXY

Marvel's hugely successful *Guardians of the Galaxy* introduced a quartet of lively characters – not least Rocket Raccoon and Groot – and all kinds of exotic spaceships. One of our favourites is the Milano, the distinctive, blue and orange craft piloted by Peter Quill. That craft has since been slavishly recreated in Minecraft, so you too can climb inside and pretend you're the Star-Lord himself!

tinyurl.com/q7detwg



Star-Lord's
magnificent Milano

2 S.H.I.E.L.D. HELICARRIER

One of the most memorable craft in the Marvel Cinematic Universe is the gigantic S.H.I.E.L.D. Helicarrier, which has been replicated almost perfectly in this superb build. As well as command decks and engine rooms laid out over multiple decks, the Helicarrier even comes with a containment cell for the Hulk, just like the one in *The Avengers* movie.

tinyurl.com/omhr4sf

It's HUGE!



A sprawling city of doom and gloom!



1 GOTHAM CITY

This interpretation of Batman's comic book stomping ground recreates much of its smoggy, doomy atmosphere. Taking elements from the 1989 Tim Burton movie, the recent Arkham video games as well as the comics, it's a gloomy sprawl of skyscrapers and dazzling neon signs.

According to its creator IIX_Batman_XII, this Minecraft version of Gotham comprises no fewer than 140 individual buildings. The same builder is also planning to weave an interpretation of Wayne Manor into the crime-ridden landscape.

tinyurl.com/ovsh5xx

WEBSITES OF THE MONTH

Each issue, we share a selection of our favourite Minecraft websites. This month, we check out builds from the bottom of the sea and up in the clouds, flying minigames and epic adventures, as well as original music and... Pokémon inside Minecraft?!

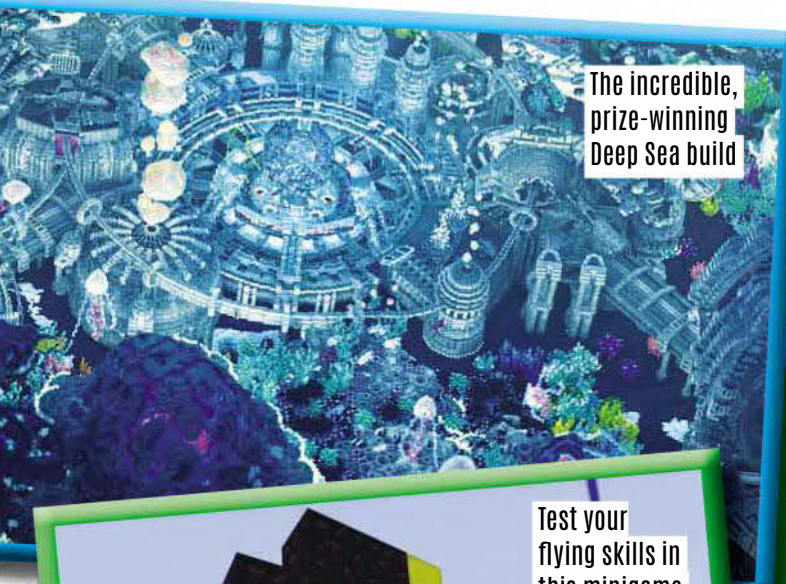
DEEP SEA

● tinyurl.com/o5h3tk7

The talented folks at BlockWorks have done it again! Deep Sea was their entry for the Planet Minecraft 'Underwater Wonderland

Contest', and it was good enough to win the top prize! Check out this video to see why the contest judges gave Deep Sea top marks in all three categories: originality, technique and presentation. It's a stunning piece of work. We've never seen anything else made in Minecraft look quite as organic as this.

What's even more mind-blowing is that this 32 million-block creation took nine builders just six days to complete. If we were to try and do that, we'd sink under so much pressure!



The incredible, prize-winning Deep Sea build



Test your flying skills in this minigame

ELYTRA FLYING CHALLENGE

● tinyurl.com/qjhogs7

Minecraft builders and adventurers all over the world are tremendously excited by the addition of Elytra to the game. Who wouldn't want to fly? Well... anyone suffering severe vertigo, we suppose.

But enough about that. Check out this short Let's Play video from AntVenom (tinyurl.com/q72ydwo) that demonstrates McMakistein's new Elytra Flying Challenge, then head over to McMakistein's website to download the challenge map. How quickly can you fly through all the levels?



Pokémon in Minecraft?!

MINECRAFT-INSPIRED MUSIC

● tinyurl.com/ppek2or

Looking for something to listen to? How about a dozen original songs by Youtube user Yekonaip, all inspired by different Minecraft biomes?

So far, there are songs for plains, ocean, savanna, swampland, mesa, extreme hills, taiga, jungle and desert biomes. Some are in a similar vein to C418's original soundtrack, while others take a slightly different direction. We're quite fond of the jaunty savanna soundtrack!

Sadly, there's currently no mod to add these songs to your game. So, if there are any mod creators out there reading this: why not make something allowing custom soundtracks for different biomes?

Discover the soundtrack to your game...

SUNOMNIA: THE FLOATING HUB

● tinyurl.com/on5aqqn

Here's another awesome build: a collection of floating islands! This was created by Mageros, a relatively new team-up of two experienced builders, and it looks great.

Sunomnia was commissioned by A1Craft, so for a closer look and to see what games the map has to offer, connect to the multiplayer server a1craft.com within Minecraft.

POKÉMON RED IN MINECRAFT

● tinyurl.com/qdushnw

It's becoming a tradition to mention someone's crazy project in these round-ups, and this time around we're talking about Reddit user MrSquishyYT. He's recreating one of the very first instalments in the Pokémon series in Minecraft – and he's not using mods to do this, either, just vanilla Minecraft!

It's still a work in progress, but check out this Reddit thread to see where MrSquishyYT has got with the project so far, and to see a gif of the game within a game in action!

STRANDED

● tinyurl.com/qb7wp7z

Stranded is a great adventure map created by Bongotezz. You play a space captain tasked with hauling a shipment back to Earth. You end up stranded on a primitive planet, where everyone knows you, and says you were last here 500 years ago... The result: a large world to explore, quests to complete, secrets to find, monsters to battle, and a world to save!

If you've never played an adventure map before, and are unsure how to install it, don't worry! Go find the 'How to Install Maps' article on MinecraftMaps.com!

Check out this epic adventure map

A wonderful world of floating islands

BECOME AN EXPERT

Each issue of Minecraft World is packed full of news on what's happening within the online community. Become an expert with tips on achieving various goals, tutorials, puzzles and plenty of expert advice. Get all this, and more, for just £19.99 every 6 issues.





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BLOCK OF THE MONTH

Each month, we'll teach you everything there is to know about one of Minecraft's blocks! This month: pumpkins!

PUMPKINS!

WHERE TO FIND IT

Pumpkins appear in clusters in just about every cold or temperate Overworld biome, but they're also very rare – there are fewer pumpkins than diamonds in the game!

There isn't any way to guarantee you'll find a pumpkin, but if you look around you should stumble on one eventually. Don't bother looking in deserts, jungles or savannas; stick to open, flat areas like plains, where they're easier to spot.

You can also grow pumpkins out of pumpkin seeds, which are found in stacks of 2-4 seeds in almost half of all chest minecarts (which are generated randomly in abandoned mines).

You can also grow pumpkins from seeds

HOW TO MINE IT

An axe of any kind will mine pumpkins quicker than most tools – 0.15 seconds for a golden axe and 0.75 seconds for a wooden one – but even a bare hand takes only 1.5 seconds, so you might want to save the durability of your axe.

To farm and harvest pumpkins, you need to plant pumpkin seeds in hydrated farmland. It takes 10 to 30 minutes for a pumpkin stem to grow to maturity, but after that it will quickly generate a pumpkin, as long as there's space around the stem and no pumpkin currently attached to it. When you harvest a pumpkin (by mining it), the stem will generate another quite quickly, as long as you leave it intact!

Pumpkins spawn in patches

You can wear a pumpkin, but it gets in the way!

HOW TO USE IT

Pumpkins have lots of different uses, making them one of the most useful blocks in the game!

If you want to farm pumpkins, you can craft a whole one into a stack of four pumpkin seeds to grow more.

Crafting



Pumpkins can't be eaten directly, but you can craft them with sugar and an egg to make a pumpkin pie, which restores eight food points when eaten. They can also be traded with farmers for emeralds.

Crafting



What you look like with a pumpkin head!

Crafting a pumpkin with a torch makes a Jack o' Lantern, which looks creepy, works as a slightly stronger light source than a torch on its own, and can be placed underwater!

Crafting



A pumpkin and Jack o' Lantern

PUMPKIN SECRETS

Wearing a pumpkin as headgear protects you from endermen. If you look at one while wearing a pumpkin, it won't attack you, so they're useful for surviving in the End. Unfortunately, they also obscure your vision and don't provide any armour protection!

Pumpkins (and Jack o' Lanterns) also act as the heads of iron and snow golems. When you place the pumpkin, it will bring the golem to life.

In the Pocket Edition, you can use shears to remove the pumpkin from a snow golem, revealing its true face!

When placed, pumpkins always face the player. They can't be placed without a block underneath them, but if you break the block beneath one it remains in place.

ASK US ANYTHING

Me, my sister and brother all love Minecraft, and play on our iPad! I was wondering why you can't go to the End in Minecraft Pocket Edition? We also have an Xbox, but every time we try on that it doesn't work either. What should we do?

Unfortunately, the End isn't yet available in the Pocket Edition. This is made by a different team to the PC and Console versions, and doesn't have all of the features in it yet. The PC version is considered the "main" version, so has the newest features.

Although strongholds and portal frames exist in the Pocket Edition, it was only recently upgraded so that you can travel to the Nether. The End should be added with the next

update, but we don't know when that will be.

If you have the Console Edition, you should be able to activate the portal, but it's tricky! You first have to travel to the Nether, collect some blaze rods (by killing blazes), then craft them into blaze powder. Combine them with ender pearls to make an eye of ender. You'll need a large number of them! You can throw the eyes, which will lead you to a stronghold, then you have to search the stronghold for an End portal frame. When you find it, fill the frame with eyes of ender to activate the portal.



The End is only available in PC and Console versions



This is the portal you have to find

Do you know what's in the 0.13.0 update for Minecraft Pocket Edition? Your magazine is the best one in the world!!!

Timon

Pocket Edition version 0.13.0 is quite far away from being finished, but some of its contents have been revealed by the developer. They might not all make their way into the game when it's released, but here's the current list of confirmed features:

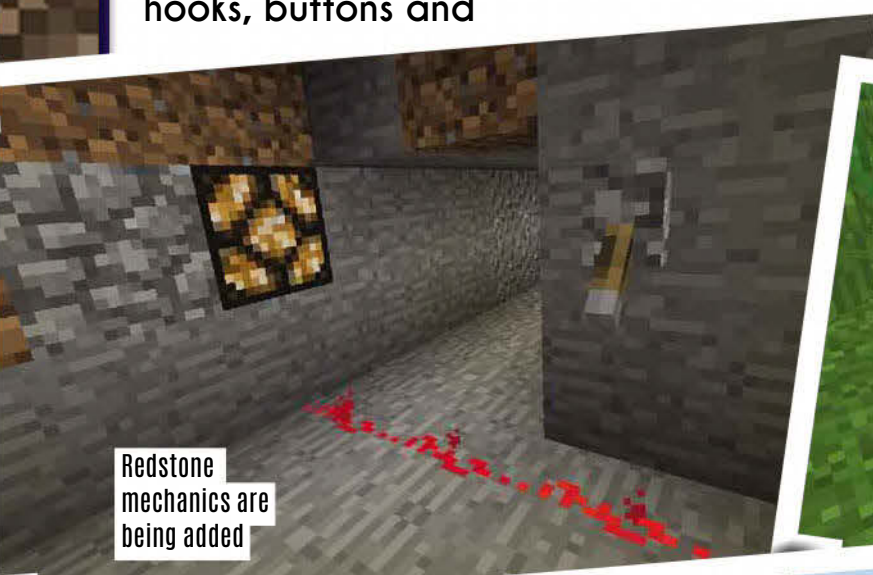
- Redstone mechanics, so you can make circuitry and power redstone-based items just like the PC and Console versions. This includes the addition of new blocks such as redstone lamps, pressure plates, weighted pressure plates, daylight sensors, levers, tripwire hooks, buttons and

redstone torches. It may also include dispensers and hoppers, but this isn't confirmed.

- Rabbits will be added, but they'll be a lot smaller than in the PC version, and will only spawn in forest biomes. They can destroy crops by eating them, though!

- A few smaller things will change. The hotbar will probably be rearranged, the stonecutter will be removed and folded into existing crafting mechanics, boats will be faster, and you can place string.

All of these items should be available in the creative inventory and the main game, so hopefully you'll be able to have fun using them. This isn't the final list – by the time the update is released, expect to see a lot more features!



Redstone mechanics are being added




Rabbits are coming!



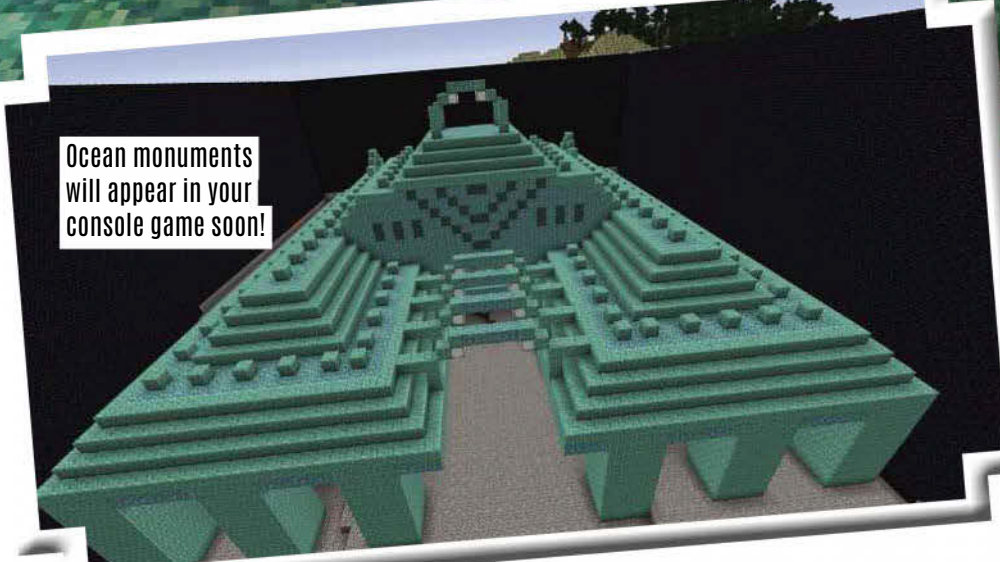
The stonecutter is being removed



Guardians will come to consoles eventually



Sea lantern armour doesn't exist in any version



Ocean monuments will appear in your console game soon!

My name is Finn and I'm eight years old. I absolutely love your magazine! It would be great if you could give me more information about guardians and ocean temples in the PS3 version. Lastly, can you please tell me if sea lantern armour is coming to the PS3? Thank you!
Finn


At the moment, ocean monuments and guardians don't appear in any of the Console Editions, whether you're playing on the Xbox or PS3. Like all features, these appear first on the PC version, then make their way to other versions of the game in the months that follow.

Ocean monuments and guardians should come to the Console

Edition eventually, but we don't know when that will be. Hopefully within the next few months! We'll be sure to let you know when that happens, though.

The good news is that when they're added, ocean monuments should appear automatically in your world. They appear in any deep ocean biomes that haven't been inhabited for long, so once the update is ready you won't have to start from scratch to find one!

As for sea lantern armour, the feature isn't currently on the drawing board for any version of the game, but if there's enough demand we're sure it will get added. Maybe you could try making a mod for the PC version that adds it?



You can get custom textures on consoles

Why can't you get mods on Xbox One and Xbox 360? **Obirse**

It's a shame you can't get mods on the Xbox (and PlayStation!) versions of Minecraft, but they're not allowed for several reasons.


The first is that the people in charge of these consoles – Microsoft and Sony – don't like letting people change the games they run on them. Allowing people to run their own programs might help them to copy games illegally, and the companies would rather not take that chance.

The second reason is that if something went wrong with the console as a result of running modified versions of Minecraft, the console companies wouldn't be able to help the person repair their hardware. Microsoft and Sony will only help people who haven't altered their consoles, and altering Minecraft would count.

The final reason is that if they

let people add their own content to Minecraft, people might not want to buy the texture and mash-up packs they release themselves. This might not sound particularly fair, especially because the PC version supports mods and you don't have to pay for extras, but if Microsoft and Sony couldn't sell textures, skins and mash-up packs, they might not want the game on their consoles at all.

Unfortunately, none of these reasons are likely to change in the near future, so if you want to run mods, the only way to do so is to play the PC version. We wish there was a better answer, but hopefully you understand the situation a little better now.



The PC version is the only option if you want to use mods

Have **YOU** got a question for us about Minecraft?
Then email incoming@everythingmw.com

PUZZLE PAGES!

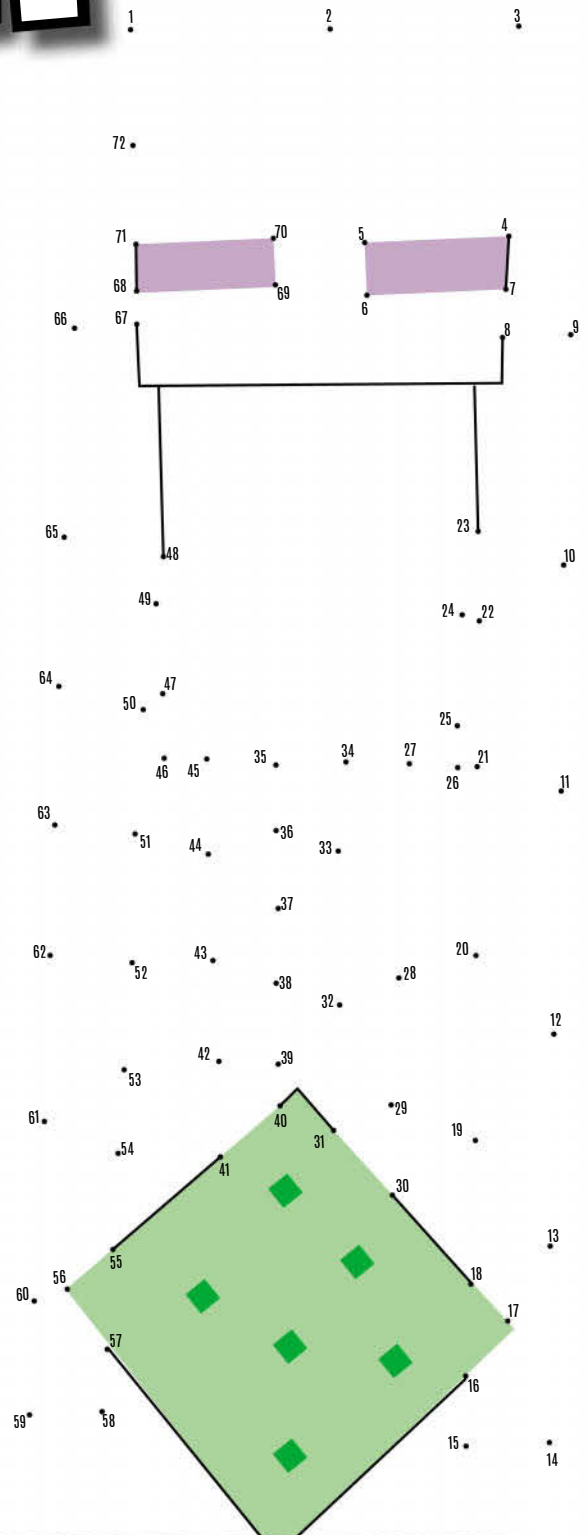
Draw a line from dot to dot
to complete the picture!

THE ARMOURY



Can you
guess the
armour
Steve is
wearing?



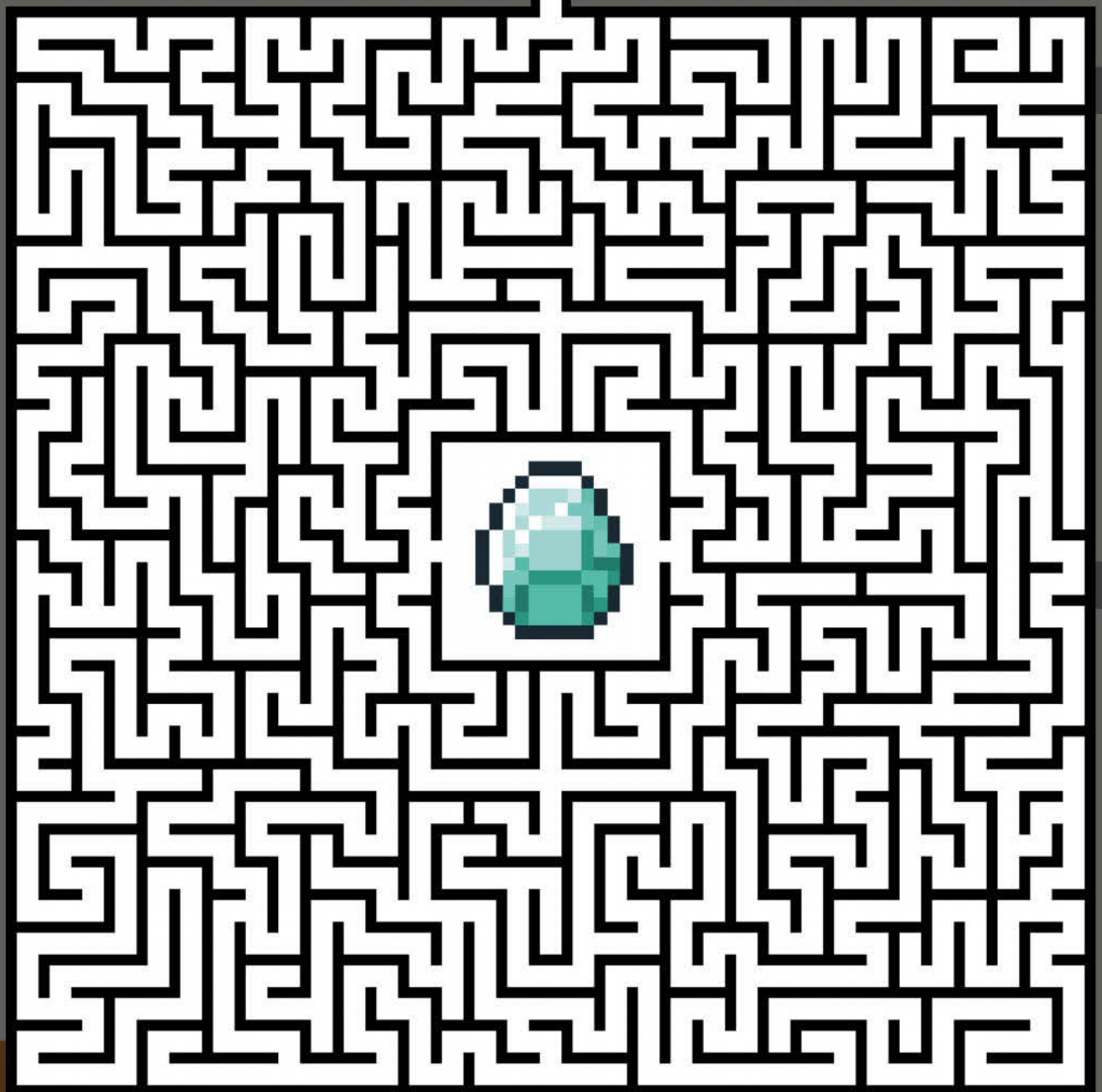


DOT TO DOT!

MEGA MAZE RUNNER!

Can you find a way through this mega maze to get your hands on that precious diamond?!

START



CLEVEREST WEAPONS

When the new Combat Update arrives, having the right weapon by your side will be even more vital. Here are some of the cleverest options we've come across, to help you prepare


UNENCHANTED WEAPONS

The main tools in the game can be made from wood, stone, iron, gold and diamond. When fighting mobs, you should use a sword (made from a stick and two pieces of resource), but if you don't have one an axe is almost as good.

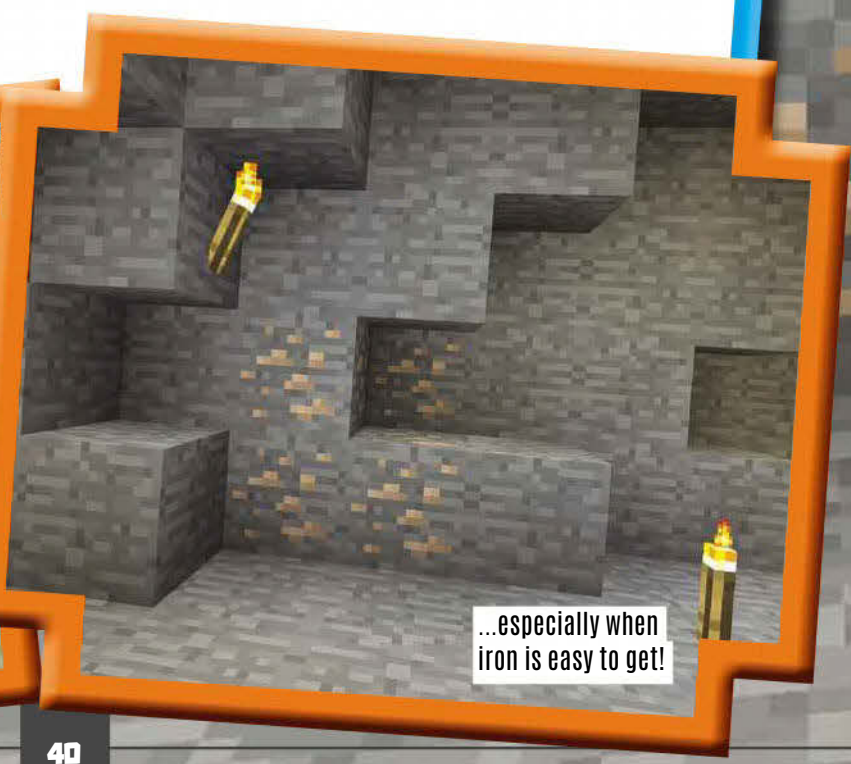
Axes do a point less damage than a sword in the same material, but lose two durability points instead of one if you attack a mob, so only use them in an emergency! Wooden and golden swords do the least damage. In

version 1.8, they do five points of damage, and in 1.9 this will be reduced to four points. Wooden swords have a durability of 60, and golden swords just 33. This, together with the lower availability of gold, means golden swords should almost always be avoided, although they do enchant more easily than any other weapon.

Stone swords do six points of damage (reduced to five points in version 1.9) and have a durability of 132. When you start the game, you should have enough time to gather the resources you need to make a stone sword on day one, so it's worth bypassing wooden swords and moving straight to these before the first nightfall.



Don't ever bring a wooden sword to a fight...



...especially when iron is easy to get!

Gold swords are rarely the best to use

You can't beat a diamond sword!

A flaming sword does the job better than most

Iron swords are the best all-rounders, with a durability of 251 and damage of seven points (six in version 1.9). They enchant more easily than diamond ones, and iron ore is easy to come by, so early on in the game you'll probably spend most of the time using one!

Diamond swords are the strongest in the game. They have a durability of 1,562

and do eight points of damage (seven in version 1.9). They're hard to enchant (only stone is less enchantable), but their power makes them highly desirable and useful!

FLAMING SWORD

The best weapon to use for close-up fights is the sword, but that doesn't mean it can't be improved with some enchantments! In fact, there are several useful enchantments that can be used to improve your swords – Sharpness, Smite, Bane of Arthropods and Knockback – but we've found Fire Aspect to be the best, setting enemies on fire when you hit them, and causing damage to all mobs (except those underwater). The best part, though, is that the damage they experience while on fire keeps them hurting, allowing you to carry on the fight elsewhere!

A Level II Fire Aspect sword does seven extra points of damage per hit, so up to 15 points if you enchant a diamond sword! Unfortunately, Fire Aspect is the least likely enchantment to get on swords; improve your chances by using books or an iron sword.

Enchanting weapons gets the most out of them

LOOTING SWORD

Of all the weapons you can carry, this is probably the strangest: a sword you don't actually need to use!

The looting enchantment can be applied to swords, and increases the amount of (rare) items mobs drop. The enchantment works for any kill made while you hold the sword, so if you fire an arrow or throw a splash potion, then switch to the looting sword before the mob dies, the enchantment still counts. Keep it a slot aside from your bow or potion, and switch to it often to reap the rewards!

Gold makes the best looting swords, as it has the highest chance of getting a rare and high-level enchantment. Since it doesn't have to be used, you don't have to worry about gold's low durability.

INFINITE BOW

Although there's only one type of bow in the game, the Infinity enchantment makes it much, much better! You only need to carry one arrow, and the bow will shoot them until it breaks. The Flame and Power enchantments are also useful for increasing the damage you do with a bow and arrow, and can be combined with the Infinity enchantment.

However, in version 1.9, the new tipped arrows will allow you to apply potions to your arrows. Although most of them have their strong points, the Arrow of Poison is probably the best, as it ensures any mob you hit keeps receiving damage even if you don't hit it again, which can be very useful if your aim is bad!

A looting sword doesn't need to be used - just held



Enchant books if you don't want to enchant weapons directly



SPIKED ARMOUR

Just because armour is usually used for defence, it doesn't mean you can't use it for attack as well. Enchanting your armour with thorns means that any mob who attacks you up close gets a small chance of having some damage being inflicted on them too.

On an enchanting table, you can only enchant thorns onto a chest plate, but since a successful thorns attack reduces the durability of an item by three it makes sense to enchant thorns onto a book, then use an anvil to combine the enchantment with boots instead. It will still be as effective, but boots can be crafted out of just four pieces of material, so you can stretch your resources further and repair them more easily.

You should enchant Unbreaking onto thorns armour to keep it from wearing out too quickly during a fight when you can't repair it!

POTION OF HARMING II

The most powerful offensive potion is a splash Potion of Harming II. To brew it, mix Nether wart, a glistening melon or spider eye, a fermented spider eye, glowstone dust and gunpowder into a water bottle.

A Potion of Harming II does 12 points of damage (six hearts) instantly. Although a Potion of Poison can do more damage, it's over time, allowing mobs to regain health and attack even while injured. Remember that like poison potions, the Potion of Harming won't affect undead mobs – you have to use a healing

A bow with Infinity saves time crafting arrows

Enchant armour with thorns to damage attackers

Crafting
Inventory
Iron Boots
When on feet: +2 Armor
Boots require the least material to remake

Potion of Harming can affect multiple mobs

Do **YOU** have any combat tips? Email incoming@everythingmw.com and share them with our readers!

YOUR LETTERS!

Thank you to so many of you for taking the time to write in and tell us all about your fantastic Minecraft creations, collections, cakes and ideas! We love receiving all your interesting letters, so be sure to get in touch about anything Minecraft related!

You can write to us via email, the address is:

incoming@everythingmw.com

We look forward to hearing from you! Here's the latest collection of letters...



HARRISON'S CRAFTY DAD

My son Harrison is four and obsessed with all things Minecraft. He's currently holding his dad captive in the garage to craft him a whole supply of Minecraft creations.

His TNT block is his favourite so far – it's distracted him from trying to knock down the house with his diamond pickaxe!

Jacqueline

Yikes! We're going to stay on the good side of Harrison! Hopefully, he lets his dad out of the garage from time to time – and we'd suggest hiding his diamond pickaxe!

CRUISE SHIP BUILD!

Hi! My name is Ellie and a while ago I built a cruise ship on Xbox 360 edition. I've added and improved some things, including a helipad and life boats.

I got the inspiration from the Stampylongnose video of a cruise ship.

I hope you like it and put it in your magazine.

Ellie

There's no way we wouldn't – Ellie, that's great! Can we go to your ship for our next holiday?!?



ZOMBIE TIP!

If you raise your door by one block, zombies can't get in!

Lucas

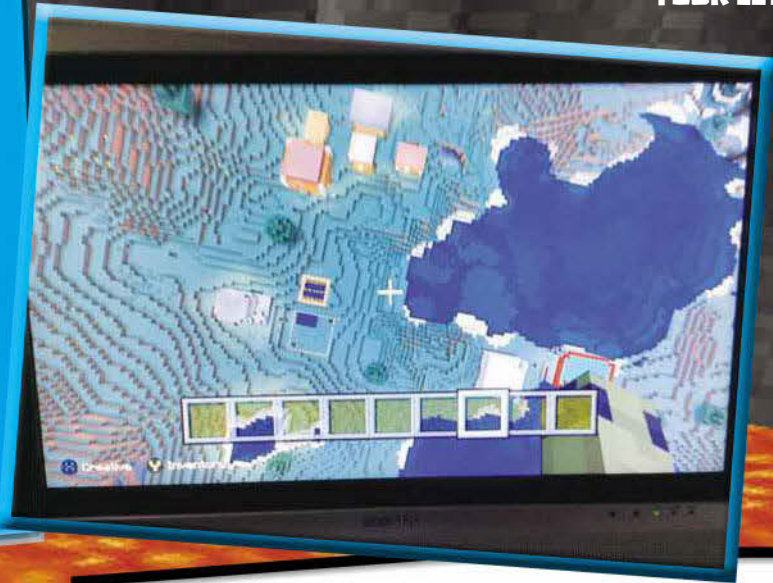
Great tip, Lucas! Do feel free to send in more!

BASE WORLD

I've been working on a Minecraft world called Base, and it's got a pool, five houses for sale, a blacksmiths, a dog house, a bank, animal farm and a crop farm. Anyway, I'm hoping you'll put my photo in your magazine!

Matthew McKenna
Age 8

Epic work there, Matthew! Can we buy one of those houses? This looks like a great place to live!



YOUTUBE STAR

Hi, I love the magazine and have read it ever since issue one.

I was just wondering if you can mention my YouTube channel called Patrick Star. I do Minecraft live survival stuff with my friends. I hit 250 subscribers just a few days ago! Here's the link: tinyurl.com/p9gd8q8.

Thank you! Have a nice day :)

Patrick Star

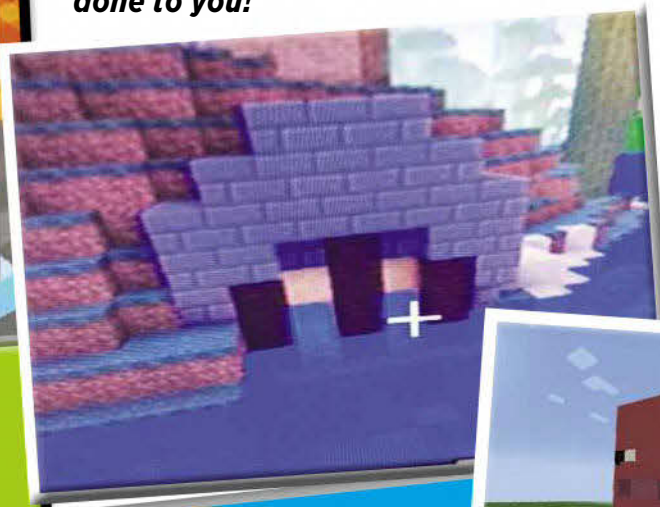
A pleasure to help, Patrick, and thank you very much for buying every issue of the magazine so far! If anyone else has Minecraft YouTube videos to tell us about, get in touch!

SEAN'S LAIR!

Hello, my name is Sean Beatty. This is my secret lair! I love your magazine. I'm 10 years old and I probably started building this a week ago. I hope you can put it in your magazine!

Sean Beatty

Keep these builds coming in! Sean's lair is going to take some beating, though! Well done to you!



TOP 10 SUGGESTION

My top 10 suggestion for next issue is a mods or resource packs top 10. It would be great to see this in the magazine.

Jess Bate

PS. I'll be sending more suggestions in the future... PPS. Do you accept fan art?

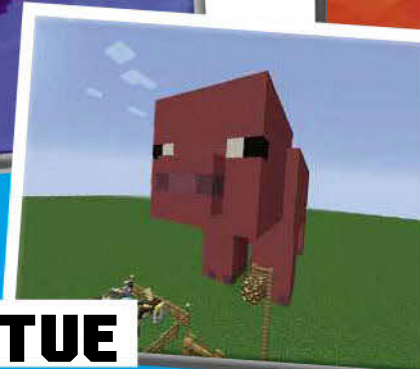
Hi Jess! Thanks for the suggestion - keep your eyes peeled in future issues, and please do keep those ideas coming! As for fan art? Absolutely yes!

PIG STATUE

I really like *Minecraft World*, and I built a pig statue in Minecraft with a secret base inside. I was wondering if you could put it in your magazine?

Rex

Wow, what a great idea for a secret base! Can anyone top that?



SEED SUGGESTION

Here's my world seed suggestion:
6669842292833336550

This seed is very weird. It spawns you at a very, very, very tall mountain. It's also weird because when you look at the biome (B) (press F3) it says 0, meaning it doesn't know what biome you're in. Some floating islands are there too. You can't build on the mountain or see yourself in colour, or any mob. You can't even see the sun.

Debra McCann

That's a great find! What world seeds would other readers recommend?

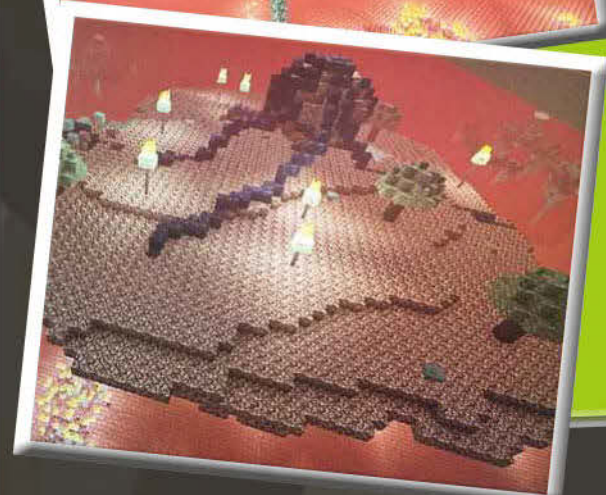


BIRTHDAY CAKE

My name is Arlo and I've just turned six. For my birthday, my mum made me an awesome Minecraft cake, as I'm Minecraft mad! I hope you can put my cake into your magazine – it would be epic!

Arlo

Belated birthday greetings to you Arlo! We love your cake, and we want a slice!



SKY WARS

I've gone into the Nether, to carry on with Sky Wars! I've been working very hard on redstone, building and testing. My friend DeadlyGas1223 has done a YouTube video on it before it had the middle island (tinyurl.com/ndqaaf8).

My friends have said that I'm getting better at building. If you have Xbox

Live Gold at the magazine, you could have a round!

Juan

P.S. Your magazine is epic!

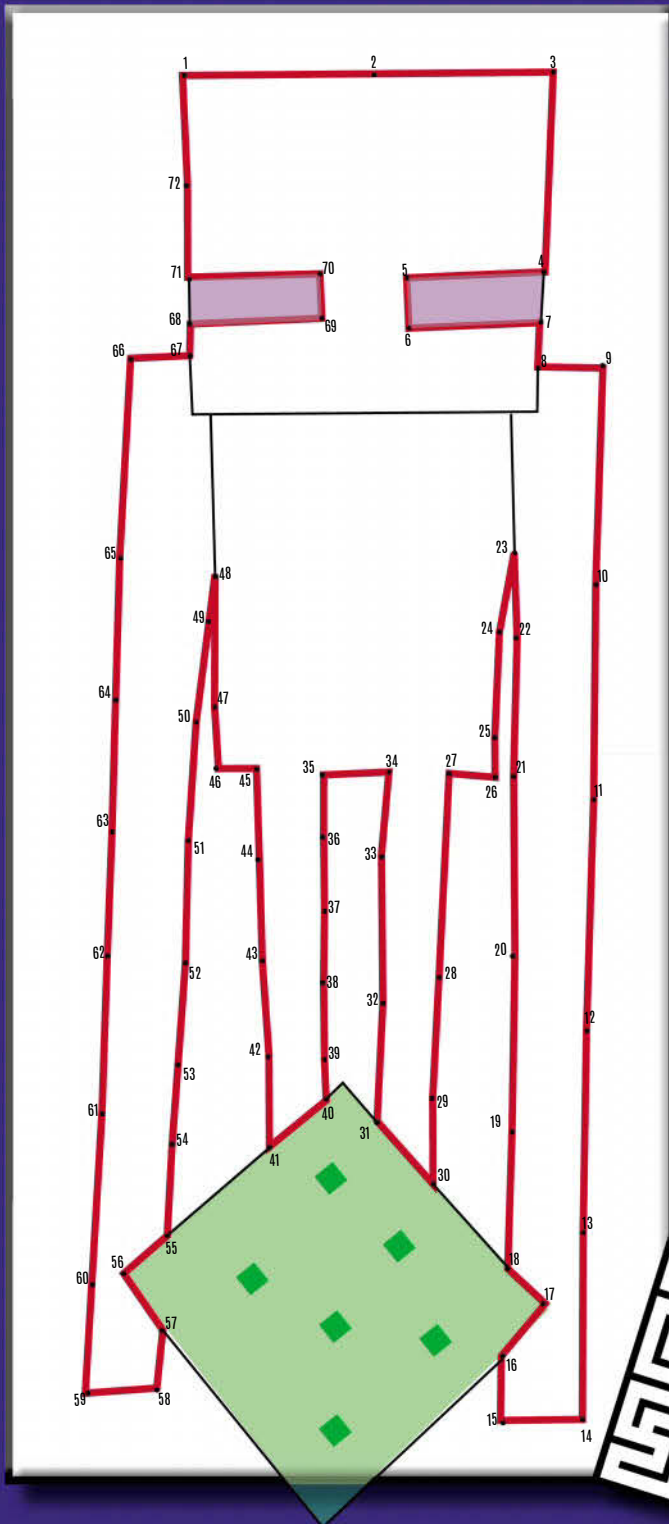
Juan, what a great way to end another letters page – your friends are right, you're brilliant at building!

We'll be back with more of your letters next issue!

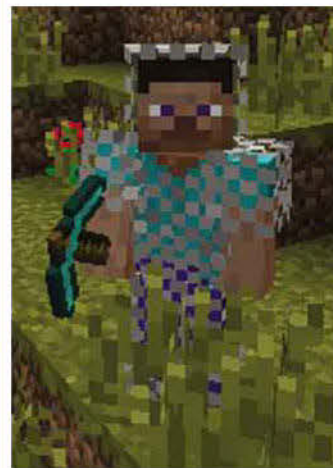
ANSWERS

THE ARMOURY

DOT TO DOT!



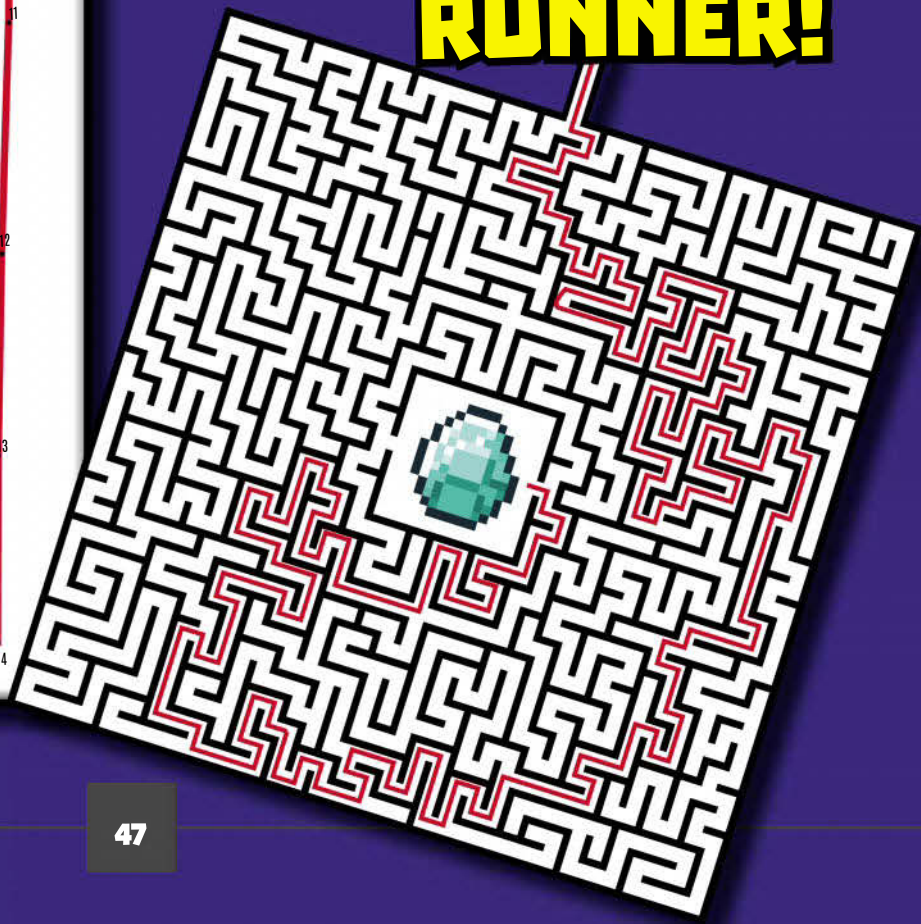
◀ Dyed leather armour



▲ Suit of gold armour

◀ Suit of chain armour

MAZE RUNNER!



CHALLENGE OF THE MONTH

BUILD A ZOO

Animals are incredibly useful in Minecraft, but if you use too many you may run out! Stock a zoo with a breeding pair of every type of mob, though, and that won't happen...

DIFFICULTY: HARD

Building a basic zoo isn't that difficult – all you have to do is create pens for animals using walls, fences and gates – but things get much more difficult once you have to fill it up!

Unless you use Creative mode to spawn animals instantly (which is kind of cheating!), you'll have to track them down and get them to the correct

pen using leashes or channels. Luckily, you can lead several animals at once, and it's easy to push them around.

Some mobs are rare, so finding them may take a lot of work, and bringing them back to your zoo can be just as hard! Remember that minecarts are useful for getting animals across water and other

large distances as they won't wander out of them.

Once caught, you can use name tags to name the animals. This stops them from despawning and allows you to recognise your original breeding pair. The full list of animals you need is: cows, sheep, pigs, rabbits, chickens, wolves, horse, donkey, mule, ocelots, squid and mooshrooms.

If you're feeling adventurous, try to collect every variation of rabbit and horse, and every colour of sheep!

You'll have to get your leads out!



Name your animals
to keep them around

WHAT NEXT?

Here are some ways you can make the challenge a bit more interesting:

- » Once you've built some pens, why not landscape them a little so they're more like the animal's natural habitat?
- » Don't like zoos? Why not try building a Noah's Ark out over the ocean instead? It's much harder, but also looks cooler!
- » If you've completed the task, why not extend it with other types of mob, like zombies or skeletons? You'll have to think of ways to keep them alive and safe!

Build individual
pens to keep them
separated...

...then landscape the
pens for realism!

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MINECRAFT CREATION OF THE MONTH

Each month, we take a look at some of the amazing things people are creating in Minecraft so that you can try them out yourselves or use them as inspiration for whatever you build next!

DIVERSITY

Built by QMagnet, the hugely popular world of Diversity is very varied, but at its heart is a simple 'Complete the Monument' challenge, in which you rebuild a statue by collecting blocks you get from beating different areas of the map. It features all of the major challenge types: a dropper challenge, a parkour course, a survival map, boss fights, and much more.

Diversity can only be played in version 1.7.4, so you'll have to create a profile with the old version to run it. Don't open any other maps while running your old profile, though!

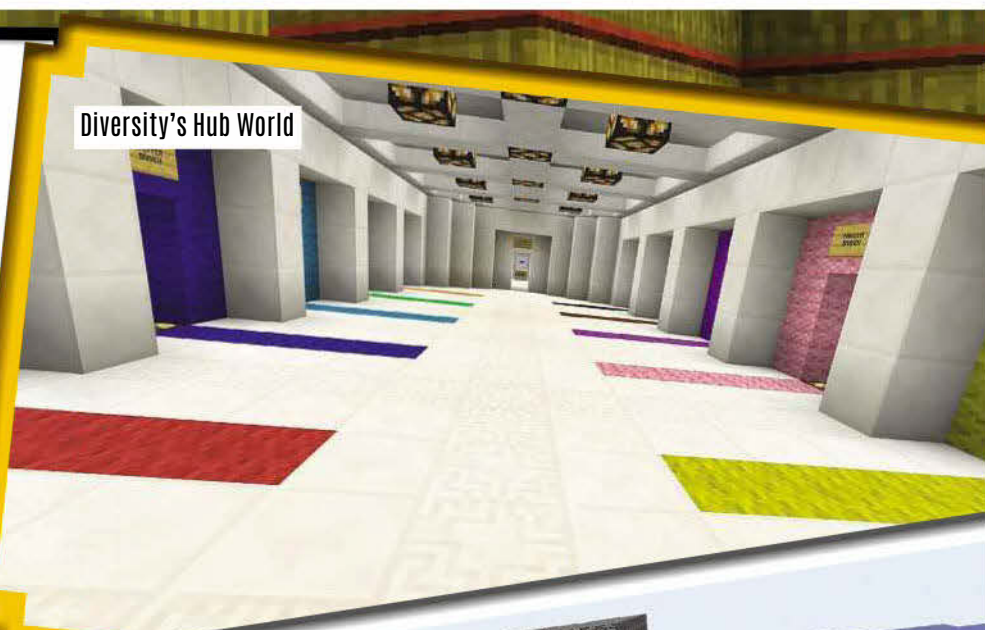
WHAT TO LOOK FOR

- Listen to the music in the parkour level with the music blocks!
- Scout around the villages to find hidden Easter eggs!
- If you enjoy this map, why not play Diversity 2?

WHERE TO GET IT

PC users can download the map from: tinyurl.com/mw-diversity
Remember to ask an adult to help you install it!

Diversity's Hub World



The survival challenge



COMING UP IN OUR NEXT EPIC ISSUE!

HOW TO MAKE A MOD

25 AMAZING
WORLD
SEEDS!

POCKET
EDITION
MULTIPLAYER
GUIDE

SKYDIVING IN
MINECRAFT

MAKE
YOUR OWN
PARKOUR
COURSE

MINECRAFT
WORLD ISSUE
8 IS ON
SALE 10TH
DECEMBER
2015!

SEE YOU
THEN!

WIN!

A PS4!



One lucky reader this month will get this PlayStation 4!
Just answer the following question...

**WHICH OF THESE SKIN PACKS CAN YOU GET
FOR MINECRAFT ON THE XBOX?**

Is it a) Halo? Or b) Uncharted?

**GOOD
LUCK!**

**CLOSING DATE:
11.59PM ON
31ST DEC 2015**

HOW TO ENTER

If you're under 18, ask a parent/guardian to enter for you. To answer, email comp@everythingmw.com. In the subject line, label it Issue 7 plus your answer. In the email supply your name, age, address and daytime phone number.

COMPETITION RULES: This competition can only be entered by email. The promoter is Dennis Lifestyle Limited, registered address 30 Cleveland St, London, W1T 4JD. **1.** Entrants under the age of 18 years must get permission from their parent or guardian to enter on their behalf. **2.** Please make sure we have your entries by 11.59pm on 31 December 2015. We can't include entries which arrive after this date and we can't accept responsibility if your entry is lost. **3.** You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Dennis Lifestyle

Ltd. **4.** By sending in your pictures you are giving us permission to publish this in the magazine. Please be advised that we will be unable to return any entries. **5.** By entering the competition, you agree that you have read these rules and that you will follow them. **6.** We will choose the winners at random from all of the correct answers we receive. **7.** One entry per household. No bulk entries permitted or entries made by other people on your behalf. We will disqualify all entries which break this rule. **8.** If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason why we can't give you exactly the

same prize, we'll give you something equivalent or better. **9.** Winners will be contacted within 28 days of a competition closing date, by email. Prize fulfilment will be within 28 days from the date we receive the winner's address details. **10.** If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up.

Your details: We will use your name, address and any other details that you give us to run this competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name and county in the magazine or on our

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